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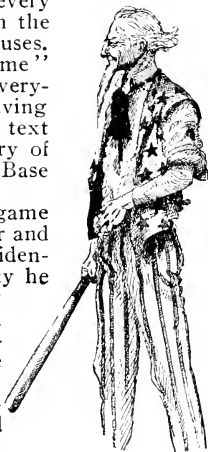
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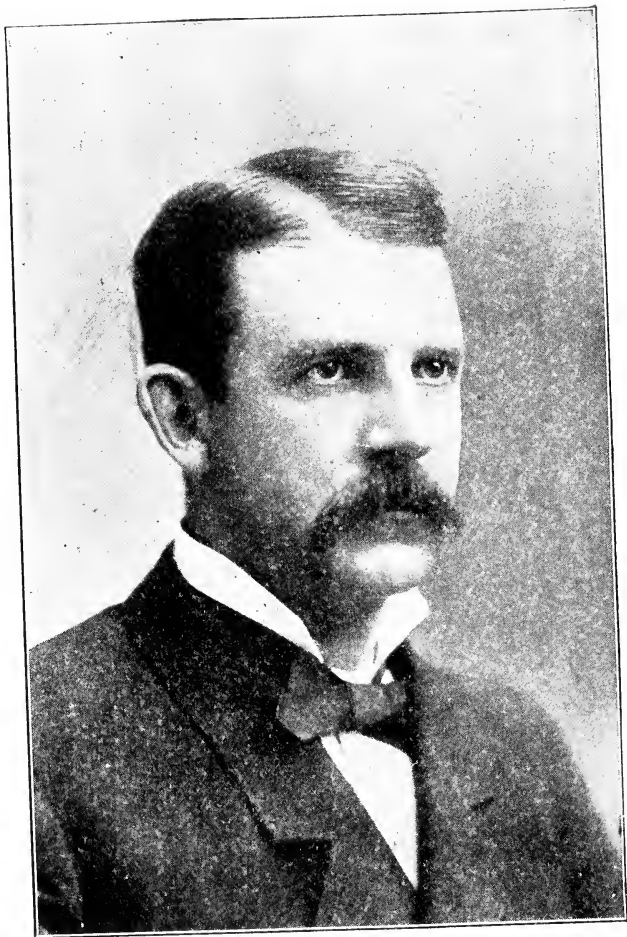
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GROUP I ————— No. 229

HOW TO CATCH

Sullivan, James Edward
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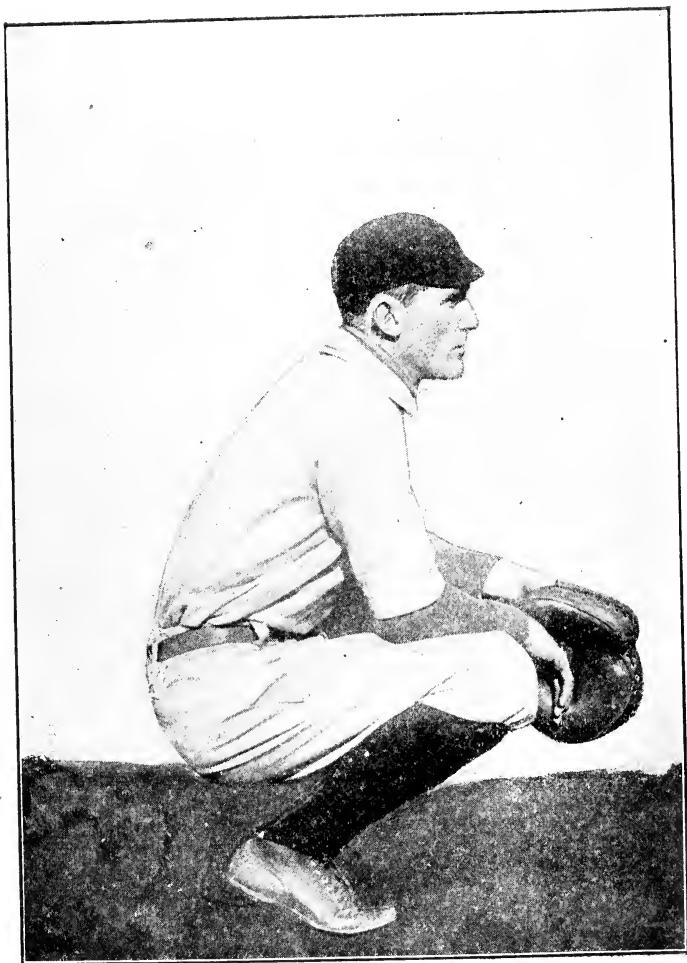
INTRODUCTION

Give a manager of experience his choice of one first-class player around which to build a team and he will choose a catcher.

If you wish to become the hardest worked member of a team, put on a mask, protector and big mitt and get behind the bat. You will get little credit for a good part of your work, but will be doing more for the success of the team than any single member of it, provided you hold down the position properly.

No team in the history of the game has ever been a success without a catcher ranking among the first flight, and sustained success is impossible without one. Wilbert Robinson had more to do with the phenomenal success of the three-time pennant-winning Baltimore Orioles of 1894, 1895 and 1896 than the superficial observer would be apt to imagine. Jack O'Connor was one of the men who made Pittsburg a pennant winner and when he left, the Pirates were dealt a blow which told in 1904 when the old pitchers had left the team or ceased to be effective. Lou Criger and Farrell made the Boston team a pennant winner and after that world's champions. With Johnny Kling the Chicagos were pennant winners. Without him it lost the flag. Roger Bresnahan was prominent in New York's pennant winning. And the rule that a good catcher goes far toward making a good team, goes back to the time when a catcher wore no gloves and was known by his broken and gnarled hands, though he was not of as much importance then as he is now so far as brain work was concerned.

The reason for the importance of a good catcher can more easily be understood when his position is taken into consideration. He is the only player who has a view of the entire field at all times and who is in a position to see everything that goes on. He is at the point where all of the fielding interests centers with a batter up, and his signals can be seen by all of his own players while invisible to the opposing ones.

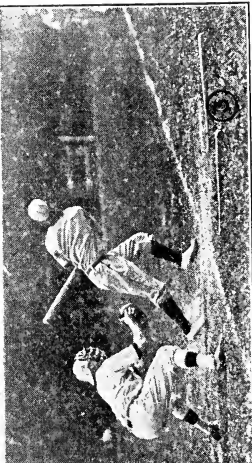
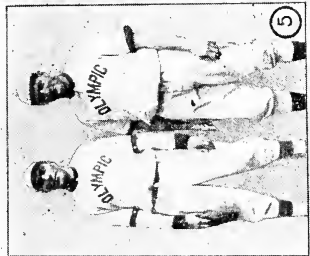


CATCHER DOOIN.

Even the pitcher is dependent upon the catcher for his success to no small extent. Upon the catcher falls the duty of signaling what kind of a ball is to be pitched. It is to him that a young pitcher owes much of his success or failure. An older pitcher may protect himself to some extent by refusing to pitch a ball called for by the catcher and giving his own signals for another, but one who is new to the game must place reliance on his receiver. Even an older pitcher will find it to his advantage to allow the catcher to decide upon what is to be pitched, as the latter has a better chance to judge the batter than the pitcher. On a major league team young talent must be broken in right along to take the place of that lost, and an old and experienced catcher is of untold value in this work.

The catcher is the first man on the team to see incorrect playing in the field and he must have the entire team well in hand. With men on bases he must plan plays to catch the runners and signal the infield accordingly. In the meantime he must be working the batter. A catcher of the right sort must be the concentrated brain power of the team. Besides this he must do his share of the mechanical work, some of the hardest on the team. He must stand up in front of swift pitching and hard-driven fouls, and on foul flies he must do work which requires fleetness of foot and a good eye.

With all of the hard work the only plays for which a catcher gets much credit are throwing to a base to catch a runner and catching foul flies. These are the only ones which are spectacular and they go to make up but a small per cent. of the work which brings real success behind the bat.



1—Interested American spectators at base ball game between teams representing United States and Sweden; left to right, J. E. Sullivan, United States Commissioner to the Olympic Games; Bartow S. Weeks and Joseph B. Maccabe, members of the American Olympic Committee. 2—Sapery (Sweden) beating out a short hit; Blanchard (U.S.A.) playing first base. 3—Wickman (Sweden) making a two-base hit to center field; Davenport (U.S.A.) catching. 4—Game between East (Olympics) and West (Finlands); Fred W. Kelly, University of Southern California, at bat; Wesley M. Oler, New York Athletic Club, catching. 5—Batter for the Olympics; left to right, George V. Bondag, Irish-American Athletic Club, pitcher; Wesley M. Oler, New York Athletic Club, catcher.

BASE BALL SCENES AT OLYMPIC GAMES, STOCKHOLM, 1912.

THE KEY-NOTE OF CATCHING

John J. Kling, a famous catcher, gives the following advice on playing his position:

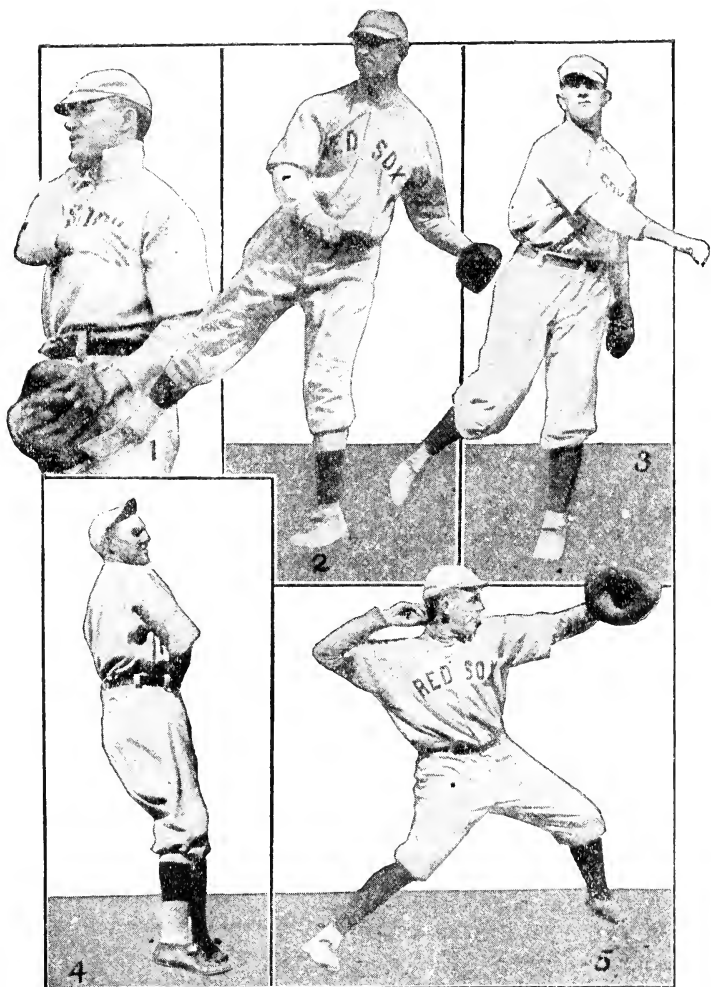
The secret of intelligent, successful catching must ever be in detecting the batter's weakness and signalling the pitcher to take full advantage of it.

Some batters have many weaknesses, some have few, while the batting kings have apparently none at all, but the aspiring catcher can depend upon it that there has never been and never will be a batter so great as not to have some vulnerable point.

The catching position is one, therefore, that calls for a constant battle of wits between its occupant and the man standing in the batsman's box. You may talk about your throwing, your ability to stop bad deliveries and your blocking runners from scoring at the plate, but all of these things, while decided essentials in the work of the catcher, pale into insignificance when compared with the ability to keep the batsman from hitting safely. Every batter is endeavoring to make a safe hit and the more the catcher materially aids in preventing him from accomplishing that laudable purpose, the fewer chances he will have to test his throwing ability or his skill in tagging a runner as he endeavors to slide under or swerve around the waiting ball and cross the plate.

In ninety-nine cases out of one hundred, it is the catcher's duty and privilege to signal the kind of ball the pitcher should deliver to the batsman. The importance, then, of the catcher signalling for the most effective ball for that particular batter and at that particular time can readily be seen. And how can the catcher act blindly—on mere guess work? In taking his place behind the bat, the first thing a catcher should do is to try to discover the batter's weakness and then signal to the pitcher accordingly.

Should the batsman come to the plate showing signs of trying to place the ball in right field—an intention the alert catcher will



1, Carrigan; 2, Stahl; 3, Bedient; 4, Engle; 5, Nunamaker.

A GROUP OF BOSTON AMERICANS—WORLD'S CHAMPIONS.

Conlon, l'photo.

soon detect by noting the position in which he stands—he should signal the pitcher to pitch inside and high. Should the batsman give indications of trying to place a hit in left field, have the pitcher deliver the ball on the outside. This method of procedure “crosses” the batsman most effectively.

Now, this is only one form of displaying headwork, and headwork is the thing that makes a catcher successful. He must first have the natural qualifications for the position, of course, but much of the mechanical skill shown by a catcher comes only after careful study. With all of the natural qualifications, there can be no real success without good headwork. Before the present scientific game came into existence headwork may have been of less importance, but every catcher knows how important it is at the present time.

The catcher must be to a large extent in command of the game. His position forces this upon him, as he is the only one who can command a view of the entire game. On him must always rest to no small extent the duty of engineering plays while the opposing team is at bat and upon the success of these depends much of the team's success. If a catcher weakens at a critical point there is but little hope of winning, as errors by him are not only costly but they will unsteady the team as well.

A catcher must have a good eye and a clear head at all times. The mechanical work behind the bat is enough to keep him busy, but in addition to that he must know all about inside work and keep this information where he can call upon it at a second's notice. He must be able to see the move of a base runner which indicates his intention to try for another base and keep in touch with the infield to prevent a steal or cut off a hit and run play.

The most notable instance of the effectiveness possible occurred during the World's series with Detroit in 1908, when three men were caught off the bases and not a ball was hit.

Davy Jones was on third, Schaefer on first and Cobb at the bat. Schaefer attempted to steal second. As the ball was pitched wide, a bluff throw was made to head off Schaefer, but instead Davy Jones was nipped off third.



SWEENEY.

The next ball pitched was a "ball," making two balls on the batter. As Schaefer was taking a big lead off of second, Brown, who was pitching, pitched out and a snap throw was made to Evers, who caught Schaefer off the bag. That made three balls for the batter and as the next ball was a bad one, Cobb walked. He attempted to steal second on the first ball pitched to the succeeding batsman, and was caught stealing.

The foregoing instance is only notable because of the unusual number of consecutive put-outs made by quick thinking and action. The catcher's daily work is full of such instances, mostly of a separate nature. Upon his ability to think and act quickly depends the success of his team in each game to a very large extent.

In addition to all of this the catcher must keep the pitcher going at top speed and use his abilities to the best advantage. The exacting work of a catcher is one of the reasons why few of the younger generation of ball players are coming out as first-class men.

The natural qualifications for a catcher do not place so much of a limit on a youngster trying for the position. A catcher to be successful, however, must be a stoutly-built chap or he will not stand the hard knocks he is constantly getting without being forced to remain out of the game a great part of the time owing to injuries. A good arm is one of a catcher's most valuable assets and his chances for success with a poor one are nil. The strain on a catcher's arm is almost as severe as that on the pitcher's, owing to the quick snap he is forced to use. If you have a good arm take care of it. Many players injure themselves by cutting loose in the spring before their arms have had a chance to toughen up. Take it easy until you feel sure of yourself and then the danger of getting a sore arm will be reduced to the minimum.

In conclusion, the best advice to give a young catcher is to take the best care of himself. Perfect physical condition has not a little to do with success, and if you take care of yourself during the time between the seasons you will be in better condition during the season.



LOU CRIGER,

VIEWS OF A VETERAN

BY LOU CRIGER.

A good arm and a good head are the two things which go together to make a good catcher. One is of no great use without the other—but combined, they insure success. A good arm frequently fails because the brain to use it is lacking. This is true not only in running the game but in developing your throwing as well. A good many catchers have arms that are perfectly sound and which give them no trouble, yet they fail to use them to the best advantage owing to a failure to study out the best way in which to handle themselves.

To a light man headwork is of even more importance than it is to one built on stouter lines. The latter can take more hard knocks without being injured and forced out of the game while a lighter built man must do quick thinking when he takes chances with a runner at the plate. "Sand" is one of the things a catcher must be long on, but even if he is, it will do him no good if he does not avoid being hurt whenever he can do so. Fearlessness is one of the things which will prevent a catcher from being injured, provided it is coupled with a cool head and clear judgment, but mere rashness does little good.

Headwork in a catcher is of the utmost value to his team. A catcher who knows his own players and those of the opposing team can pull off plays which would be impossible without that knowledge. This is especially true in regard to the opposing batters. A catcher is in a good position to tell what a batter is doing and a little headwork will frequently result in an easy out or even a double play when there are men on bases. Try to trick a batter into looking for a certain kind of ball. Then call for another and there is a good chance of sneaking a strike over. Constant study is necessary in order to know your batters, as



1, Hooper at bat; 2, Murray at bat; 3, Fletcher out at home plate while attempting to score on a hit by McCormick in fourth game; 4, Merkle safe at second; 5, Speaker safe on third.

Photos by Conlon and Van Oeyen.

SCENES IN THE WORLD'S SERIES, 1912.

young players are constantly being brought out, and even old ones may learn a new trick.

In handling base runners a good understanding with your fielders is essential. You cannot work tricks to catch a man off base at all unless you know the men with whom you are working and have confidence in them. A hard feat for a catcher to perform is to catch men off first or third. Good condition plays an important figure in the game and this is best gained by taking good care of oneself at all times. During the playing season it is sometimes hard to keep from going stale in hot weather, but this will not worry a young catcher unless he is in a position where he is worked steadily.

The catching position is not one that is recommended for one who expects an easy task, but for anyone really interested in the game it offers attractions that overcome the disadvantages. There is plenty to keep a thinking catcher busy all of the time, and success is in a large measure its own reward even where salary is not a consideration.



1. Murray scoring first run for New York in second game, played at Boston;
 2. Herzog sliding into third on a three-bagger in second inning of the second
 game; he scored later on a hit by Meyers.

Photos Copyright, 1912, by International News Service.

SCENES IN THE WORLD'S SERIES, 1912.

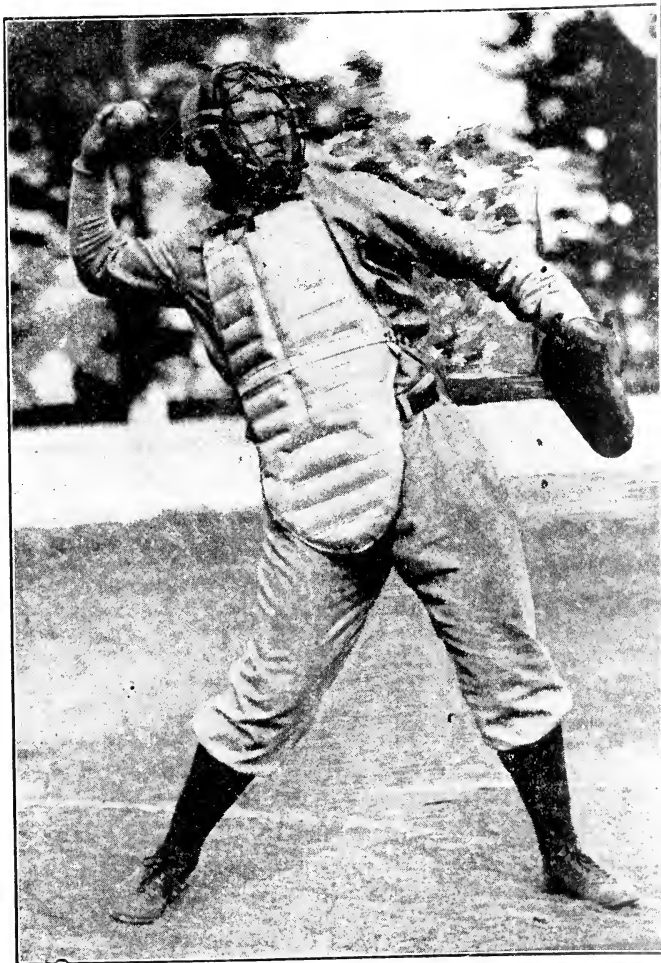
PRIME REQUISITES

In the first place the catcher must have a good arm. Having that, he should develop a snap throw, a quick, short snap of the arm from the shoulder. This style of throw is excellent to catch base runners and it would be a good idea for young catchers to practice it. In throwing to base one thing to avoid is taking too wide a step. The backstop wants to keep himself close together, as it were, and be in a position to make a quick throw to any base. You have better control of yourself that way, and for throwing to second especially you get the elevation you need for the long speedy throw.

The accuracy of the catcher's throw sometimes depends on how the ball comes to him. The right foot is the pivot in throwing, and while the step is generally useful for throwing to all of the bases, the throw can be made to first or third without taking it. As previously said, it depends a good deal on how you get the ball.

A catcher must have a clear head and be alert constantly. Also he must be a thinker. He thinks while he is behind the bat, and between innings he is thinking of who the opposing batters are in the next inning and how to deal with them. He must watch the batsmen as they come up and the men on the bases, if there are any. It is the catcher's business to study the batsmen and learn what they can hit and what their weaknesses are. There are some batters who are hard to fool on anything, but all of them have a little weakness of some sort.

Activity on the feet is a prime requisite. The backstop has to move for a pitched ball quickly if it is wide, and he must be ready to make that move. Another thing: Don't move too quickly—that is, too soon. If you do that, in the case of a pitch-out, for instance, you are only telegraphing the base runner what is doing.



CARRIGAN.

When a new batter comes to the plate, one whom you don't know what kind of a ball he can hit, feel him out. If he hits a high fast one and shows that he likes it, try him on something else the next time. You'll soon find out what he likes and doesn't like.

It is a good plan for the budding catcher to pick out some first-class backstop to watch, study and copy. Practice in going after foul flies—something the catcher has to look after a great deal in a ball game—is a valuable thing to do every day. He should never neglect getting lots of practice in going after them.

The catcher is the main point of a team in defensive work. Knowing the batters as he does, or should, it is his duty to direct the fielders where to stand. Particularly does he direct a new fielder on his team where to play for the different batters. His eyes are on the whole arrangement of his fielders and on the individuals. He must also know the strength and weaknesses of his own pitchers, know what the different pitchers can do, study their curves and the effectiveness of them as applied to the different batters.

Backing up is something a catcher has to do now and then, but there are times when he mustn't go away from the plate and leave it uncovered. The only time he should back up is on a double play, but then not when there is a runner on second base or third base. In such an event, if the throw to first goes wild, the runner on second or third will come home if the plate is uncovered. There is enough exertion for the catcher without his tiring himself by a great deal of backing up.

In stopping plays at the plate, touching runners there, it has been found that if the ball gets to the catcher before the runner arrives, the catcher has time to shift his feet and get them out of the way of the runner. Of course, if the ball and runner arrive at the same time, the catcher must hold his ground. If the runner slides for the plate, it is a good plan to slide with him—fall with him, that is, and in the same direction. It protects the catcher from the runner's shoe plates in case they collide.



1, Wagner; 2, Byrne; 3, O'Toole; 4, Kelly; 5, Wilson.

A GROUP OF PITTSBURG NATIONALS.

Coulon, Photo.

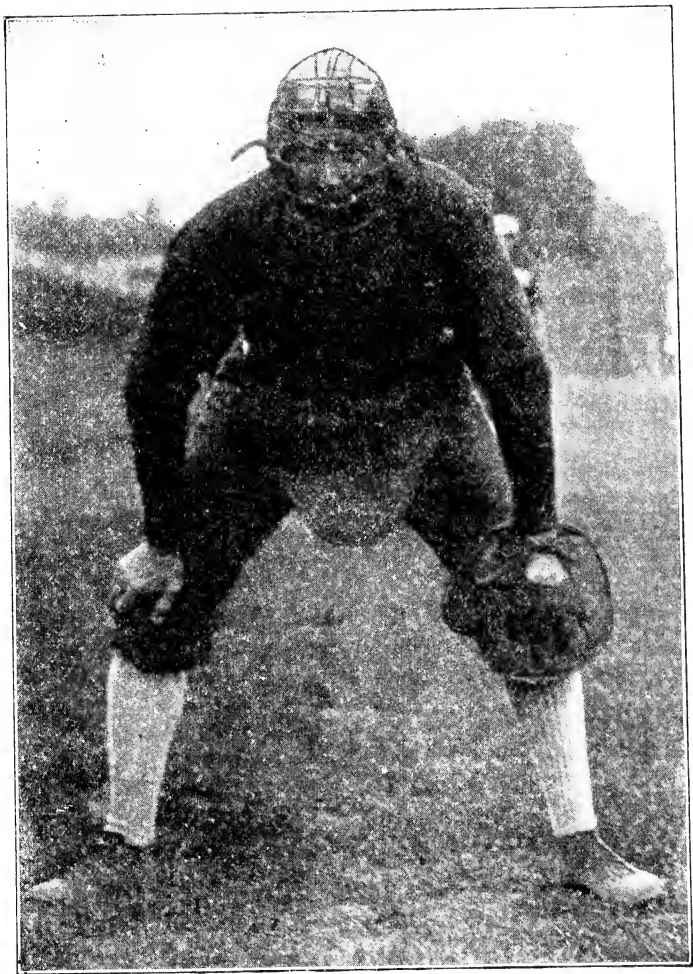
QUALIFICATIONS NECESSARY

Size and weight are important qualifications behind the bat. Small, light men have but little chance and should try for some other position where the probabilities for success are greater. A tall man of spare build may succeed, but even here success is doubtful. The best men behind the bat are those of solid build and a man weighing under 150 pounds stripped will succeed better elsewhere. The weight is required in order to stand up under the constant fire of the pitcher, in steadying oneself for throws to second and in withstanding the rough usage a catcher gets at the plate from base runners. The place where the most desperate chances are taken by the runners as a rule is at the home plate and the catcher must stand the brunt of this.

Absolute fearlessness is one of the cardinal qualities of a great catcher and with this he must have a cool head, quickness of thought and action and a good eye. A catcher with these qualities is the making of a team. A good arm is an essential, but even some of those who have great ability in throwing when the bases are empty fall down with men on the bases. A quick, snappy throw is required of a catcher and this can only be accomplished by leaving out the full swing used in throwing in the field. Most of the work is done by the arms with the assistance of the shoulders. Here is where weight comes in, as it gives a solid foundation for the throw.

Extremely heavy men are still seen behind the bat but they are disappearing from the major leagues. Speed is a desirable quality in a catcher just as much as in any other player and weight is a hindrance to this. A fast man, other things being equal, will always be given the preference over a slow one, owing to his ability to get foul flies and run the bases.

Summed up, the ideal catcher is one weighing, say, 160 or 170 pounds, and well proportioned. If you are inclined to be heavy it is the best position for which you can try and the one in which you are most likely to prove successful.



BILLY SULLIVAN.

REGULAR PLAYING POSITION

Your position behind the bat must be such that you can handle pitched balls without danger of them getting away from you and also be in a position to cover the bases when there are runners on them. The rules require the catcher to stand directly behind the plate even when there is no necessity for this.

The catcher has two positions. The first is used before the ball is pitched and its main purpose is to exchange signals with as much secrecy as possible. In this, crouch well down with the feet together and hold the mitt in the angle formed by your body and thighs. If the hands and body are held right you can signal in such a way that your signs can be understood by your own pitchers and fielders without their being seen by the coaches of the other team. If there is a runner on second, however, you will have to be more careful, as he can see signals made in your mitt. Signals can then be exchanged by holding the hands up just in front of the eyes and making signs from under the mitt in such a way that they will be concealed from even your own players excepting the pitcher. Be sure to let your own fielders know what is coming in some way.

The second position is the one taken as soon as your signal has been understood and accepted. Stand up with the body leaning forward and the glove and ungloved hand extended toward the pitcher. Be sure not to turn in the direction in which you expect the ball to come, as this will give the batter an idea of what to look for. The hands should be held almost in line with the two edges of the plate so that your pitcher will know accurately the location of the latter without looking down at the rubber itself. The feet should be spread far enough apart to give you a firm stand, but do not sprawl out to such an extent as to prevent your jumping to either side or into the air with the greatest amount of speed.



1, Sullivan; 2, Lord; 3, Callahan; 4, Zeider.

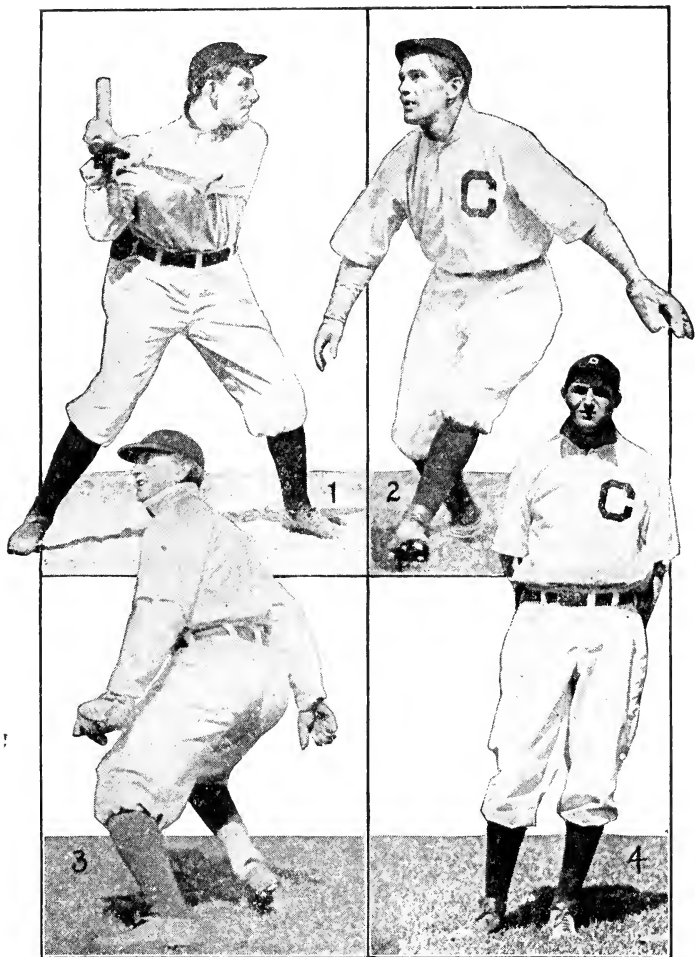
A GROUP OF CHICAGO AMERICANS.

Van Oeyen, Photo.

From this position you can handle wide pitches to either side of the plate or make a jump for a high-thrown ball. It will also allow you to start fast in getting foul flies. In throwing to base you can step out to either side with ease and send the ball down to the base with the least amount of delay. In setting yourself always pay attention to which side of the plate the batter stands and set yourself so as to be able to throw from the opposite side.

In handling flies the main thing is to get a quick start. Never use both hands to pull off your mask. The latter should not be held on the head so tightly as to make getting it off at all difficult. Learn to flip your mask off with one finger and send it to your rear where you will not be hampered by stepping on it. A quick start is even more important than great speed after you get going, owing to the number of fouls which drop but a little way from you, attaining but little height.

Catchers differ in their method of getting the ball away for a throw to the bases. Some of them take time to place the ball in their hand with the aid of the glove before throwing. Others throw the ball just as they catch it without any particular attention as to the grip they get. Always try to catch the ball in such a way that you will be able to get it firmly in your grasp, but unless you find that you cannot throw accurately without placing the ball, it is well not to pay too much attention to this latter. It loses a fraction of a second, which is precious, and unless you have a very fast throw it will lose out for you.



1, Lajoie; 2, Easterly; 3, Jackson; 4, James.

A GROUP OF CLEVELAND AMERICANS.

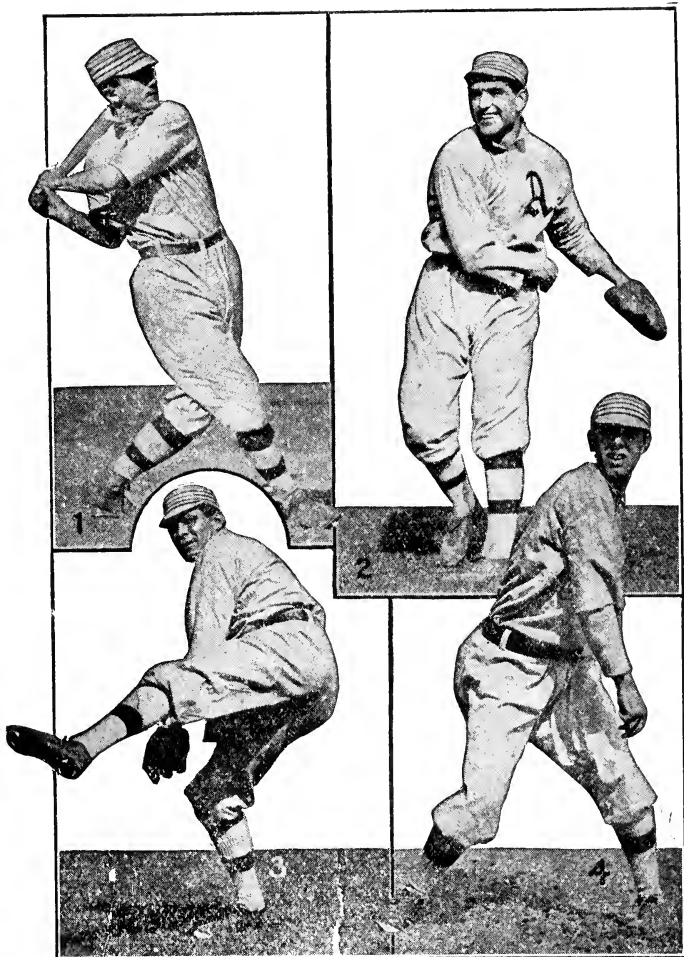
Van Oeyen, Photo.

CATCHERS' INSIDE WORK.

Your most important business is to fool the batter and to do this you must study your batters and base runners and keep posted on changes in the game. You must know what kind of a ball your batter can hit best and where his weak point lies. Even if he is weak on a certain ball it is seldom safe to give him too many of these or he will lay for one. Mix up your signals and especially is this the case when you are up against a batter you do not know.

In working a batter there are some rules which it is safe to be guided by in case you do not know what your batter can hit. Straight balls are the ones easiest to hit and they should only be used after you have tried something else as a rule. The only case where the first ball called for should be a straight one is where a batter has the habit of letting the first ball pitched get past him. For a left-hand batter there is nothing safer than a curve, as a left-hand batter will kill a straight ball, as a rule. On the other hand, slow balls when mixed in with speed are extremely hard to hit and if hit they offer easy opportunities to the fielders as a rule. Balls inside of the plate close in to the batter are also hard to hit and all of the varieties just mentioned are good ones to use on an unknown batter. Mix them up, however.

In order to fool the batsman signals must be used and upon their correct use depends much of the catcher's effectiveness. Signals vary all the way from the placing of your fingers on the glove in a certain way to the most complicated systems of using three or four signals for the same kind of play. The simplest kind of signals are the best, provided they can not be seen and interpreted by the batsman or coaches. Be sure that you have your signals perfected and that the pitcher and other members of the team are thoroughly familiar with them. A misunder-



1. Baker; 2. Thomas; 3. Bender; 4. Coombs.

A GROUP OF PHILADELPHIA AMERICANS.

Van Oeyen, Photo.

standing at a critical point will lead to serious results unless the signals are well understood all around.

In using signals mix them up with headwork. Try to lead the batter into guessing wrong as to what you have signaled for. The pitcher can refuse a signal if he wants to and if you have an understanding with him you get him to refuse three or four signs and then signal for the original one. This gets the batter to guessing and that is what you want him to do. If you think the batter is on to one of your signals give it rather openly and then instantly change to another in such a way that he does not see it. Get all of your signals off fast, as this prevents their being readily read by the opposing players, but be sure you are understood before the pitcher delivers the ball. In connection with this you can sometimes mislead the batter by taking a position to catch a ball which you do not intend to have pitched. Leaning over to one side or the other will fool some batters into believing that the ball is coming to that side of the plate.

In connection with your signal work, and while not actually related to it, there is the work of keeping the batter interested in something else than hitting the ball. If you can get a batter who will talk to you or who can not stand being talked to, that is your chance. Try to divert his attention from the pitcher—for the moment his entire attention is not given to the pitcher and ball, he is much easier to fool. Do anything you can legitimately to attain this result.

In connection with signal work there is the placing of the fielders. The outfielders should be able to place themselves for batters, but if they do not, and the pitcher does not do this work himself, it is up to you. Use signs easily read by the outfielders or even wave them to the positions you desire them to occupy. The infielders can watch your signals to the pitcher and place themselves accordingly.



MEYERS.

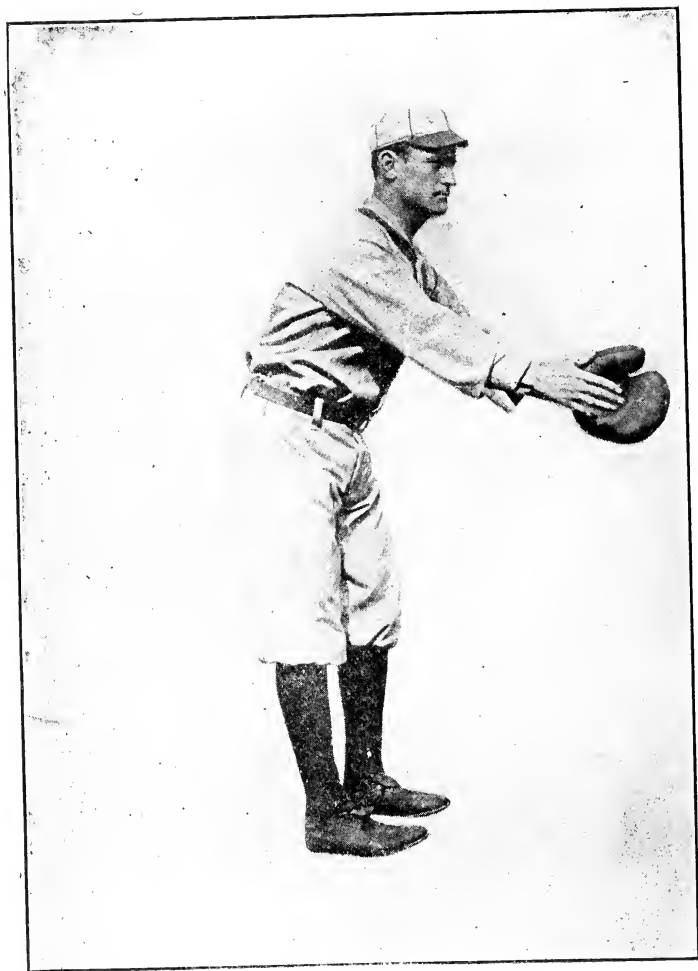
WORKING FOR BASE RUNNERS

Of importance only secondary to working the batter is working for base runners. A good arm is necessary in this, but without a clear head and an ability to think quickly even the former will be of little use. The catcher's duty is to keep the batter and base runner from working together and thus break up offensive team work. In order to do this with success he must know both the batter and runner and their capabilities.

The catcher's problem in preventing base stealing begins the minute a man reaches first. If there are no outs and the score is close the chances are for a bunt with the idea of sacrificing the man to second rather than an attempt to steal. Under these conditions signal for pitches in next the batter or fast low ones over the plate so that the batter will find it hard to control his bunt. With one out and a fast man on first a steal is to be looked for. Watch your runner and if you think he is going down signal to the pitcher for a ball well out from the plate so that you can whip the leather to second. Sometimes the runner is looking for this on the first ball pitched and he will also fail to go down on the second. He will be pretty sure to try it on the third in that case, and you had better take another chance and call for a third wide one. This play is risky with but one man out, as the batter may wait it out and get a base on balls, but with two down it is the correct play.

With two men out a steal is almost certain to be tried, and here it is a case of playing for the runner more than the batter. The idea of working over wide ones until the runner takes a chance is a good one here unless you have a batter with an extra good eye and you think the man on first is so slow that he has been given instructions to wait it out as long as possible.

When a runner does start to steal, straighten up quickly, take a small step forward and away from the batter and snap the ball



STREET.

hard and fast. The quickness with which you get the ball away has as much to do with success in catching base runners as the speed with which it is thrown. Throws should reach second low and well inside of the bag. If the shortstop and second baseman are watching your signals one or the other will be there to get the ball, the one depending upon which you have signaled to. The matter of signaling to cover second must be governed by the way the batter is likely to hit the ball and the capabilities of the men at short and second. When you are laying for a runner give your signal so that the man who is to cover the bag will know that an "out" is to be pitched and there is no danger of the ball being hit.

In throwing to first to catch a man napping off that bag always signal the first baseman and be sure that he understands what you are going to do. Then signal for an "out" and snap the ball to first quick. Never let the base runner know what you are trying for—especially if you are trying to catch a man napping off any of the bags. With a man on second there is not so much danger of a steal, but keep your eyes open and make sure that the runner does not catch you napping. With men on first and second and an attempt to steal, hustle the ball to third and then back up behind the third baseman while the run down is being made.

With men on second and third the only thing to watch out for is the man at third.

Now we come to the most difficult situation a catcher has to face in handling base runners—the one with a man on first and one on third. Coolness, judgment and a good knowledge of the base runners are required here for success. All catchers do not play the same way at this point but the most logical one takes into consideration the batter who is up. With a poor batter up make a bluff to throw to second in order to draw the man at third off the bag and then try to catch the latter. This will allow the man at first to go down but you can then devote your attention to the batter. With a good man at bat throw to second. If the man at third starts home the shortstop should take the throw inside of second and hurry it back to the plate. If he does not,



1, Mathewson; 2, Crandall; 3, Doyle; 4, Snodgrass.

A GROUP OF NEW YORK NATIONALS.

Conlon, Photo.

the second baseman takes the throw and tries for the man going down from first. This is the scientific way of handling the play, but it takes perfect work to insure success.

This brings us down to catching base runners at the home plate, and a catcher's sand and grit are brought out here. You must know how a man slides for home on close plays. If he comes in head first it is an easy matter to get him, but if feet first you must take your chances. If you have plenty of time you can fool your man by side-stepping as he comes past and tagging him, but you must be well toward third in doing this so as to be sure his feet do not cross the plate before the ball touches him. Some runners are timid and you can bluff them out of sliding into you, while others pay no attention, and these are the ones you want to watch for. On close plays you have got to take your chances with the base runner and stand whatever may be the consequence.

When a runner tries to score from third on a hit or out to the outfield the catcher must watch out for wide or low throws. If there is another man on the base besides the one trying to score you must use headwork in trying to get him, provided you fail to catch the man at the plate. On a single to the outfield, where a man tries to score from second and the throw is too slow to catch him, run in on the ball and whip it to second. If a throw is partly fumbled the runner will frequently try for an extra base, and if you keep your head you can sometimes catch him.



ROGER BRESNAHAN,
of the Chicago "Cubs". Note his shin guards, which he was
the first to introduce into base ball.

BEHIND THE BAT

BY ROGER BRESNAHAN,

Formerly of the New York Giants and Manager of the St. Louis Nationals, and Now With Chicago "Cubs."

Many young players, who would make good catchers, have been deterred from trying for the position for fear that they might be injured. Broken fingers and split hands are not so much a drawback, for reason of any pain that may result, as they are for a possible physical deformity. Occasionally a young player is heard to say that he doesn't care to become a catcher because an enlarged finger joint may interfere with his penmanship in later life, or spoil his chances of enjoying himself with some musical instrument of which he is fond.

So far as this is concerned, the modern appliances for protecting the catcher have so well eliminated the possibility of injury that the man who plays in the position is in no more danger than the first baseman, or, for that matter, other infielders.

Almost all catchers have learned to receive the ball in such a manner that the gloved hand bears all the hard work. No matter how great the speed of the pitcher, the glove is such a well padded cushion that the shock of collision, when the ball meets the glove, is felt but little on the surface of the palm, and it is quite out of the question to sting the fingers as was the rule in days of old. The catcher speedily learns to "give" with the ball, and to use the ungloved hand, not as a buffer, but as a hinge to clasp over the ball at the moment of contact with the gloved hand to hold it firmly.

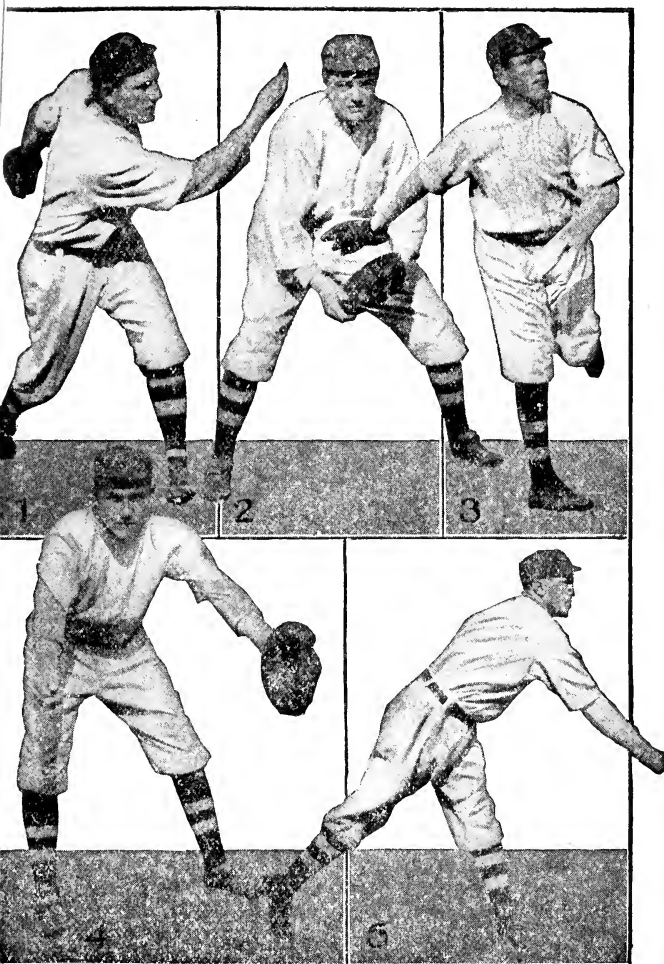
Occasionally the ball happens to be so deflected by coming into contact with the bat that it shoots to one side, and as the eye is not quite quick enough to gauge its flight the ungloved hand may get the full impact before the catcher has time to shift

himself to meet the changed direction. Once this was common, but now it is the exception rather than the rule, and while the catchers of old days show hands which are badly twisted, with many joints gnarled and swollen, the catchers of the present time are much better off in that respect, and probably will continue to improve in expertness as new generations begin to take part in the game.

There are many young players who would become catchers if they were sure of not becoming crippled, but the protection is so greatly improved over what it was in the past, that in the near future players will undoubtedly go from the beginning to the end of the year without being laid up once because of injuries, unless through some refractory foul. Often it has been hard in the past to organize amateur teams because of the difficulty in getting a catcher. If amateurs will take advantage of all that has been done for their benefit in recent years, they will be as willing to play behind the bat as to occupy any other position if they are inclined to become the receivers of the pitched balls.

Inasmuch as the glove has done so much for the catcher it is not out of place to say that it has changed in many details the work of the backstop. The old idea of catching was to fight the ball, to reach out for it, and grab it, almost before the batter had time to strike at it. Now that the catcher and pitcher work in such perfect harmony, owing to the prevalence of good signal systems, the catcher can place his gloved hand almost at the identical spot where the ball will come, and with his ungloved hand he is ready in a moment to grip the ball with firmness and throw it to bases if necessary, to head off some daring runner.

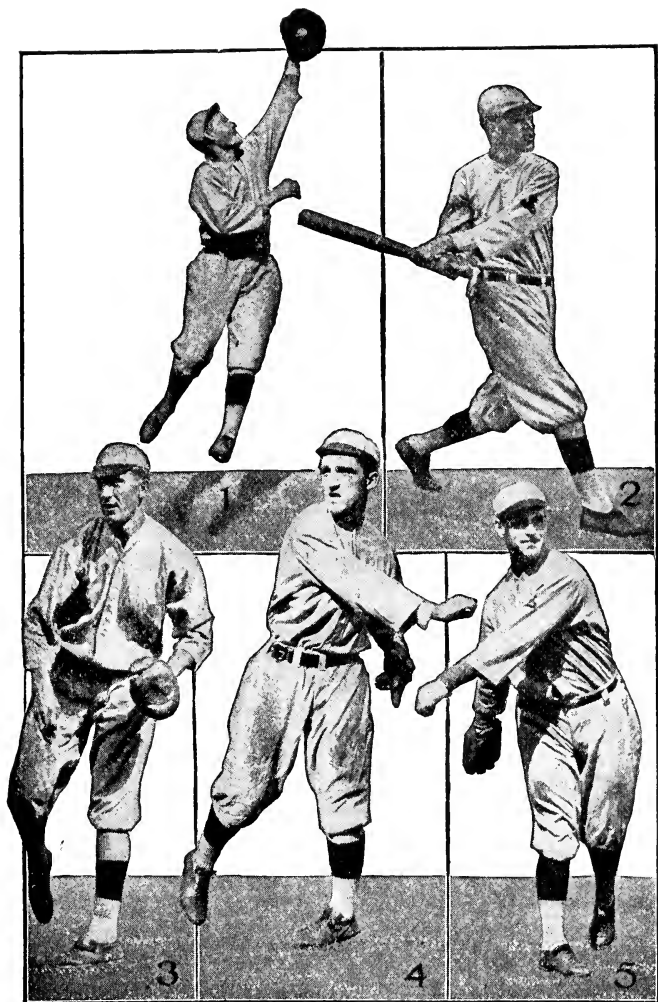
It is not necessary to place both hands in a certain position to receive the ball. Use the catcher's glove, as it is made now, and the beginner will quickly learn that one hand does almost all the work that two did in the old days, while the second, or free hand, is ready for any play which may arise at the moment. Thus it is that all catchers are by necessity and convenience more one-hand catchers than they ever were in the history of base ball.



1, Ragan; 2, Erwin; 3, Rucker; 4, Miller; 5, Knetzer.

A GROUP OF BROOKLYN NATIONALS.

Conlon, Photos.



1, Wingo; 2, Ellis; 3, Konetchy; 4, Hauser; 5, Evans.

A GROUP OF ST. LOUIS NATIONALS.

Conlon, Photos.

It will be found that in catching foul flies—one of the most deceptive plays that come to the man behind the bat—the glove is an important adjunct for assistance. It is necessary first, of course, to judge a foul fly successfully. After the catcher is once under it, if he will let the ball drop in his glove, and trap it with his ungloved hand, he will find it much easier to hold than if he makes an effort to make a fair two-handed catch. This is particularly true when the ball happens to be twisting. In years gone by, when the catchers used light gloves, or none at all, the “twisters” that arose behind the bat were a constant irritation. Perhaps one-third of the time the ball would wriggle out of the catcher’s hands, no matter how bravely he tried to hold it, and the result would be another life for the batsman.

Using the glove properly, as it is manufactured nowadays, the catcher has but to let it get fairly under the ball, which will lodge securely enough to be easily held by the free hand. The concave surface of the glove seems to act as a deadener to the twist of the high foul fly, and unless the ball is spinning around at an unusually rapid rate, it is not apt to get away.

The glove does not interfere in the least in throwing to bases. On the contrary, its surface is so ample that it gives the catcher a chance to get a good firm grip on the ball, as it is received by him, and he is in position to throw the very moment in which he draws back his arm and hand.

STUDYING THE PITCHER

A heady catcher will study the pitcher he has to handle. No two pitchers are the same and an effective ball for one may not be at all effective for another.

Every pitcher has some particular delivery in which he is especially strong. Play your signals accordingly. Even if a certain delivery is best for a given batsman it may not be one that your pitcher can use effectively. When in a tight place, if at all consistent with good play, call for something at which your pitcher is particularly good and in which he has confidence. Confidence is no small point and with it a pitcher is more likely to get away with the play than if he is uncertain.

You must know the temperament of your pitcher to get the best work out of him. Some pitchers are naturally sluggish and unless you get them working they are likely to make a bad start. Hustle such pitchers along until they get into their stride. More pitchers are inclined to be nervous, however, at the start of a game. Handle the ball slowly and do what you can to keep your pitcher going evenly in this case. After the first inning or two the nervousness will wear off as a rule, but if the game takes a turn for the bad it is likely to return.

When a pitcher is getting hit you cannot handle one the same as another. The moment some pitchers become aware that you are trying to delay the game in order to give them a chance to steady down the worse they get. Then you must try tricks. Get a shoe unlaced or hurt your finger so as to gain a delay and take the pitcher's mind off the game. Frequently this will be enough to give the pitcher a chance to settle down and finish out in good shape. Most pitchers will be glad to take advantage of any delay you cause in order to give them a chance to regain their bearings.

Sometimes a pitcher will insist upon putting over a certain kind of ball continually. This is bad, but so long as the batter is missing the ball by a good margin the danger is not so great. Try to get him to vary his pitching, and if the batter is coming close to the ball make him change no matter what he thinks. Curve balls are much harder to pitch than any other kind and the wear on a pitcher consequently greater. Therefore do not call for too many curves but mix these with other styles of delivery. If a pitcher has an underhand delivery you can rest him up some when he gets tired from throwing overhand by giving signals for balls which are more easily pitched in the first-named way.

THE CATCHER AS A THROWER

When the runner gets on first base he is told to watch the pitcher, that he may know when to take a start to steal second. Every runner is cautioned to study the pitcher, in order that he may be familiar with every motion which he makes, so as not to be caught napping by some unexpected turn on the part of the man who has the center of the diamond to himself.

But while the runner is watching the pitcher, it is the duty of the catcher to watch the runner, and if the catcher has his heart in the game, it will not take him long to discover when the runner is really about to leave first or second, as the case may be, for the next base.

It is certain that a catcher must not only have the ability to throw, but he must be gifted with the power of throwing well and must also have the knack of throwing when he is not in a perfect position.

For instance, suppose the catcher has signed for an outcurve, and as occasionally happens in the heat of a game, the pitcher mistakes the signal, or by some slip of the foot when he delivers the ball, sends it to the batter in such a manner that the catcher must make a long reach and a quick jump to get it. At the same time the base runner takes it into his head to try for the next base. The catcher, in such an emergency, cannot wait to straighten to his full height, or to brace himself on both feet, but must send the ball from some awkward angle in such a manner that the baseman can get it. To do this requires the art of getting the ball away with speed, either by snapping it or throwing overhand—and it doesn't matter which method is employed so long as the ball is sent to head off the runner.

Every catcher can do this if he will only accustom himself to throw with a free arm. Too many catchers learn to throw in a cramped position, being filled with the false notion that they

cannot get speed on the ball unless they resort only to that method.

Beginners should learn to throw overhand; underhand, with a snap from the elbow, using the forearm to jerk the ball; with a side arm motion, something like that which is employed by the bowlers in cricket, in fact any way so that they get the ball into the field where it will do some good.

Another thing about throwing as it relates to the catcher is fearlessness. Some catchers are afraid to throw. They are more regardful of their fielding averages than they are of stopping base runners. It doesn't take the runners long to ascertain what men save themselves in that respect. A catcher who will only throw when he receives the ball just where it suits him, will quickly be spotted by veteran players, and amateurs are not long in finding out on what catchers they can take a lead. The catcher who will get the ball away on the instant, whether it happens to be perfect enough to retire the runner or not, is the one who is most dreaded by base runners, for they never know when the ball may be directed so perfectly that it will go squarely to its mark.

A catcher should always try to throw, so far as it lies within his power, in such a manner that the man who is to receive the ball will get it on that side of him which is toward the base runner who is approaching the base. It does not take long for catchers to ascertain whether they are likely to put a natural curve on the ball, and when they find that they do so involuntarily, they should do their best to adjust their speed in such a manner that the curve shall reach the required spot near the base, exactly as the pitcher tries to put his curve at a proper distance from the batter.

Catchers should never hesitate to use speed when they can do so in their long throws. In the first place, the ball is apt to carry with more precision. In the second place, there are few basemen who would not prefer to catch a hard throw in preference to one which seems to hold in the air. Swift throws lodge firmly in the glove and the baseman is not embarrassed in trying to hold them. In the third place, the speed of a thrown ball can

beat the speed of the best sprinter, and the catcher should never forget that his part of the game is to try to retire the runners, and do it as quickly as possible, without giving them the slightest opportunity to make the base. Often a fast throw, that happens to be a little low, will bound into the baseman's hands in time to permit him to touch the runner. If the throw had been slow the runner might easily have beaten the ball out.

If the pitcher is inclined to be loggy, return the ball to him with speed. It will wake him up and cause him to put more energy into his game. Some pitchers like to have the ball sent back to them "on the jump." They say that it keeps them active all the time and brings out the best that there is in them. If the catcher is lazy, and tosses the ball back to the pitcher somewhat indifferently, before long you will notice that the whole team which is in the field will become careless and slow. Observe a professional team with a slow catcher and see how great the difference when he is in the box and when there is a lively man behind the bat to keep everybody in motion.

Don't throw the ball when there is no chance to put the runner out. One great fault of young players is their eagerness to get rid of the ball. They want to put it somewhere because they want to get it out of their hands. The first lesson which a young player receives when he begins to play with a professional team is never to throw the ball without a purpose. Learn to time what the ball can do against a runner. It can beat him, as a rule, but can't beat him when the base is almost within his reach, and to try to catch him in such a case may mean that the baseman is not prepared for the throw and a wild throw may result which may cost the game.

No catcher need be troubled with a sore arm, if he will take care that the muscles, from the forearm up, never become strained. If they do feel sore, use a little massage. When beginning to throw the next day try the first attempts easily and increase the force as practice wears on. If players will learn to throw and use all the muscles there will be very few who will not be able to continue in base ball until advancing age stiffens them from natural causes.

SPALDING'S SIMPLIFIED BASE BALL RULES

Simplified Base Ball rules have been prepared by Mr. A. G. Spalding of New York and Chicago, who is the recognized authority on the National Game. They are of great assistance to beginners as well as to veterans. Based on the Official Playing Rules, as published in Spalding's Official Base Ball Guide, they state in condensed form all the technicalities that must be observed in the sport without the somewhat dry and formal wording which is necessarily employed by the rule makers to state each fact with great explicitness.

The Ball Ground

Base Ball is played upon a level field, upon which is outlined a square, which is known as the infield or "diamond." The term "diamond," in a broader sense, is also frequently used in the United States to apply to the entire playing field. Literally, however, the "diamond" is the infield proper.

The infield is bounded by the base-running paths, which extend from base to base. The bases are placed at right angles to each other, on each corner of the "diamond," at intervals of ninety feet beginning from the home plate. Thus, first base must be ninety feet from home plate, second base ninety feet from first base, third base ninety feet from second base and also ninety feet from the home plate, thus completing a perfect square.

The territory which lies behind third base, second base and first base, beyond the infield and within the lines defining fair ground and also without these lines, is known as the outfield. All that portion of the field outside of the base lines that extend from home plate to first base and from home plate to third base, all territory behind the home plate and all territory outside of straight lines reaching from the outside corner of third and first bases indefinitely to the outfield is foul ground.

Sometimes it is impossible for boys who desire to play Base Ball to obtain a field sufficiently large for the regulation diamond, whose dimensions have previously been stated, and in such cases an effort should always be made to place the bases at equal distances from each other in order that the symmetry of the diamond and the correct theory of the game may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their amusement, since they are better able to cover the ground in fielding the ball in a smaller area and do not become so fatigued by running the bases when the latter are stationed at their full legal distance from each other.

The bases, except home plate, are best constructed of canvas bags filled with sawdust. Home plate should be of whitened rubber, whenever it is possible to obtain it. Some cruder substance may be used for bases if nothing else is obtainable, but it is best to follow the suggestions given. First, second and third bases should be attached to pegs driven in the ground, and home plate should be sunk so that its upper surface is on a level with the surface of the ground.

The pitcher's position on a diamond of regulation size is located sixty and five-tenths feet from home plate, and on a

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straight line, extending from home plate to the center of second base. It, too, should be denoted by a plate of whitened rubber, to be sunk until its upper surface is on a level with the surface of the field. This plate should be the shape of a parallelogram twenty-four inches long by six inches wide, with the longer sides of the parallelogram at right angles to home plate.

If a diamond smaller than the regulation size be used, the pitcher's position should be relatively closer to home plate.

(For detailed description of laying out a "diamond" see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

The Ball

The Spalding Official National League Ball is used in regulation games, but for players fifteen years of age or younger, the Spalding Official "National League Junior" ball, made the same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

The Regulation Bat

The Bat must always be round and not to exceed $2\frac{3}{4}$ inches in diameter at the thickest part. Spalding Trade Mark Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule No. 15 of Spalding's Official Base Ball Guide.)

Regulation Gloves and Mitts

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over ten ounces and measuring not over fourteen inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all champion players.

(See Rule No. 20 of Spalding's Official Base Ball Guide.)

Players' Uniforms

Games played by players not clad in a regular uniform are called "scrub" games and are not recorded as "match" games. Every club should adopt a regular uniform, not only to enable the players to play properly and with comfort, but to distinguish one team from the other.

(See Rule No. 19 of Spalding's Official Base Ball Guide.)

Players' Benches

All ball grounds should be provided with two players' benches back of and on each side of the home plate. They must be not less than twenty-five feet outside of the coaches' lines. The coaches may not go within fifteen feet of the base lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near the bench.

(See Rule No. 21 of Spalding's Official Base Ball Guide.)

Field Rules

No person shall be allowed upon any part of the playing field except the players in uniform, the manager of each side (and the latter not when the game is in progress, except that he is in uniform); the umpire and the officers of the law. No manager, captain, or player is supposed to address the spectators. In a regular League match this is considered a violation of the rules.

(See Rules Nos. 75-77 of Spalding's Official Base Ball Guide.)

Soiling and Providing Balls

No player shall be allowed to soil a new ball prior to putting it into play.

In League games the home team provides the ball. It is customary in smaller leagues to expect the home team to do the same. The umpire has the custody of the ball when it is not in play, but at the conclusion of the game the ball becomes the property of the winning team.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

Number and Position of Players

Two teams make up each contest with nine players on each side. The fielders are known as the pitcher, the catcher, the first baseman, the second baseman, the third baseman, the shortstop, the left fielder, the center fielder and the right fielder. None of these is required to occupy an exact position on the field, except the pitcher, who must stand with his foot touching the pitcher's plate when in the act of delivering the ball to the batter, and the catcher, who must be within the "catcher's space" behind the batter and within ten feet of home plate. Players in uniform must not occupy seats in the stands or mingle with the spectators.

(See Rules Nos. 16, 17 and 18 of Spalding's Official Base Ball Guide.)

Substitute Players

It is always advisable to have a sufficient number of substitutes in uniform ready to take the field in case any player shall become disabled or be disqualified.

It is the duty of the captain of each team immediately to announce changes of players to the umpire, and the umpire shall announce them to the opposing team and spectators.

When a pitcher is taken from his position his substitute must continue to pitch until the batsman has reached first base or has been put out.

(See Rule No. 28 of Spalding's Official Base Ball Guide.)

Choice of Innings— Fitness of Field for Play

The home team has the choice of innings and determines whether the ground is fit for play providing it has rained before the beginning of the game. If two clubs from the same

city are playing, the captain of the team on whose ground the game is played has the choice of innings.

(See Rule No. 29 of Spalding's Official Base Ball Guide.)

A Regulation Game

The game begins with the fielders of the team losing the choice of innings in their respective positions. The first batter of the opposing team is in his "box" at home plate. This "box" is a parallelogram, six feet by four, on either side of home plate, and six inches back from the furthest corner of the plate.

If it is not possible to outline a "box" it should be remembered that the batter is never allowed to step over home plate to strike at the ball, and that he must not run forward toward the pitcher, to exceed three feet from the center of the plate, to strike at the ball.

The umpire may take his position, at his option, either behind the pitcher or the catcher. He judges all balls and strikes, declares all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only by the latter when there is a difference of opinion as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite first base and the other opposite third base, but they must never approach either base to a distance closer than fifteen feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine he must always bat in the order of the man who retires from the game. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

When a substitute takes the pitcher's place in the box he must remain there until the batsman then at bat either is retired or reaches first base.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less of play than the side first at bat it is the winner of the game, provided that the side first at bat has completed five full innings as batsmen. A game is also won if the side last at bat scores the winning run before the third hand is out.

In case of a tie game play continues until at the end of even innings one side has scored more runs than the other, provided that if the side last at bat scores the winning run before the third hand is out the game shall terminate. This latter provision applies to a regular nine-inning game. Rulings relative to drawn games and games that are called because of atmospheric disturbances, fire or panic will be found under the head of "Umpire's Duties."

(See Rules Nos. 22-27 of Spalding's Official Base Ball Guide.)

Pitching Rules

Before pitching the ball the pitcher must face the batsman with both feet squarely on the ground and in front of the

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pitcher's plate. When the ball is delivered the pitcher must face the batter and one of his feet must be in contact with the pitcher's plate. Not more than one step must be taken in the act of delivery.

Whenever the ball after being pitched and without striking the ground goes over any part of home plate between the knee and the shoulder of the batsman it must be called a strike, whether the batsman strikes at it or not.

If the pitcher fails to deliver the ball over any part of the plate, or if he delivers it over the plate above the shoulder or below the knee and the batsman declines to strike at it, it is called a ball, or if the bases are unoccupied, any ball delivered by the pitcher while either foot is not in contact with the pitcher's plate shall be called a ball.

If the ball touches the ground before it passes home plate and is not struck at by the batsman, it is a ball and must be called as such by the umpire. If struck at, it is, of course, recorded as a strike.

At the beginning of each inning the pitcher is allowed to throw five balls to the catcher or to an infielder for "warming-up" practice, the batsman refraining from occupying his position in the "box" at home plate.

After the batsman steps into his position the pitcher must not throw the ball around the infield, except to retire a base runner. If he violates this rule and, in the opinion of the umpire, is trying to delay the game, the umpire may call a ball for every throw thus made. If the pitcher occupies more than twenty seconds in delivering the ball to the batter the umpire may call a ball for each offense of this nature.

The pitcher must not make any motion to deliver the ball to the batsman and fail to do so, nor must he feint to throw to first base when it is occupied by a runner and fail to complete the throw. Violation of this rule constitutes a balk which gives all runners who are on the bases at the time an opportunity to advance a base each without being put out.

A balk is also declared when the pitcher throws to any base to catch a runner without stepping directly toward that base in the act of making the throw; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in the act of delivering the ball; when neither foot of the pitcher is in contact with the pitcher's plate in the act of delivering the ball; when in the opinion of the umpire the pitcher is purposely delaying the game; when he stands in his position and makes any motion with any part of his body corresponding to his customary motion when pitching and fails immediately to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball, at which the batsman has not struck, hits the batsman before the catcher touches it, the umpire must call it a dead ball and no base runner can advance. The batsman, however, must be in his position at the time that the ball hits him and must make every effort to get out of the way of the ball if he fears that it will hit him.

If a batsman makes a foul strike, if a foul hit is not caught, if the umpire declares a dead ball, or if a fair hit ball touches a base runner or umpire, if the pitcher makes a balk, or if there is interference with fielder or batsman, the ball is not in play until after it has been returned to the pitcher, standing in his position, and the umpire has given the word to resume play. No base runners may advance when the ball is not in play.

Whenever a person not engaged in the game touches a batted or thrown ball, a block follows. This must at once be announced by the umpire, and runners shall be privileged to advance bases until the ball is thrown to the pitcher, standing in his position. After that they advance at their peril. The pitcher may then throw a runner out wherever he sees a possibility of doing so. Should a spectator retain possession of a blocked ball, or throw it or kick it out of the reach of the fielder who is endeavoring to recover it, the umpire must call "Time," and hold all runners at such bases as they occupied when he called "Time" until after he has permitted play to resume, with the ball returned to the pitcher standing in his position.

(See Rules Nos. 30-37 of Spalding's Official Base Ball Guide.)

Batting Rules

Before the game begins each captain must present the batting order of his team to the umpire, who shall submit it to the captain of the other side. This batting order is followed throughout the game except when a player is substituted for another, the substitute batting in the order of the retired player.

Each player of each nine must go to bat in his regular order unless a substitute has been authorized to take his place.

After the first inning the first batter in each succeeding inning is the player following the man who completed his full time at bat in the inning before. For instance, if a batter has but one strike in the first inning and the third hand be put out while he is at bat, he becomes the first batter in the following inning, not having completed his full time at bat in the inning previous. In such case, any balls and strikes called in the previous inning do not count when he resumes his time at bat.

Players of the side at bat must remain on their seats on the players' bench except when called upon to bat, to coach, or to act as substitute base runners.

No player of the side at bat except the batsman is privileged to stand in the space behind the catcher, or to cross it while the pitcher and catcher are handling the ball.

Players sitting on the bench of the side at bat must get out of the way of fielders who approach them while trying to field a batted or thrown ball.

Any legally batted ball that settles on fair ground (the infield) between home and first base, or between home and third base, or that bounds from fair ground to the outfield inside of first base, or third base, or that touches the person of a player or the umpire on fair ground, is a fair hit.

A fair hit is also any legally batted ball that first falls on fair territory beyond first base or third base.

Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit, should it roll from foul to fair territory between first and home and third and home, and remain there, is a fair hit.

A ground hit that first strikes fair territory and rolls outside of the foul line between first and home, or third and home, is a foul hit.

Any legally batted ball that falls on foul territory beyond

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first base, or third base, or that touches the person of a player or an umpire on foul ground, is a foul hit.

A foul tip is the continuation of a strike which has merely been touched by the bat, shoots directly into the hands of the catcher and is held by him.

A bunt hit is legally tapping the ball slowly within the infield by the batsman. If a foul result, which is not legally caught, the batsman is charged with a strike, whether it be the first, second or third strike.

Any hit going outside the ground is fair or foul as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure in which the contest takes place. A legal home run over a wall or a fence can only be made when the wall or fence is 235 feet from the home plate. This rule is not invariably followed in amateur games.

If the batsman strikes at a pitched ball and misses it, a strike is called.

If the batsman fails to strike at a pitched ball which passes over the plate at the proper height, a strike is called.

A foul tip caught by the catcher is a strike.

A foul hit, whether a fly or a ground hit, bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he bunts or is caught out on a foul fly.

All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike.

If the batsman, with either of his feet out of the batsman's box, hits the ball in any way it is a foul strike and the batsman is out.

If a batsman bats out of turn and it is discovered after he has completed his time at bat, but before the ball has been delivered to the succeeding batsman, the player who should have batted is out, and no runs can be scored, or bases be run, on any play made by the wrong batter. This penalty is not enforced unless the error has been discovered before the ball is delivered by the pitcher to the succeeding batsman.

If the error is discovered while the wrong batsman is at bat, the proper player may take his place, but he must be charged with whatever balls and strikes have already been recorded against the wrong batsman. Whenever this happens the batters continue to follow each other in their regular order.

Should the batsman who is declared out for batting out of order be the third hand out, the proper batsman in the next inning is the player who would have come to bat had the side been retired by ordinary play in the preceding inning.

The batsman is out if he fails to take his position within one minute after the umpire has called for him.

The batsman is out if a foul fly, other than a foul tip, is caught by a fielder, providing the latter does not use his cap, his protector, or any illegal contrivance to catch the ball, and providing the ball does not strike some object other than a fielder before being caught. It has been ruled that when the ball lodges in the catcher's protector by accident and he secures it before it falls to the ground, the catch is fair. This is a very exceptional play.

The batsman is out whenever he attempts to hinder the catcher from fielding or throwing the ball, either by stepping outside of the lines of his position or by deliberate obstruction.

The batsman is out when three strikes are called and first

base is occupied, whether the catcher holds the ball or not, except there be two hands out at the time.

The batsman is out, if, while attempting a third strike, the ball touches any part of his person, and base runners are not allowed to advance.

Before two men are out, if the batsman pops up a fly to the infield with first and second, or first, second and third bases occupied, he is out if the umpire decides that it is an infield hit. The umpire shall immediately declare when the ball is hit whether it is an infield hit or an outfield hit. It is customary for the umpire to call the batter out in case that he decides it an infield hit, so that base runners may be protected and not force each other out through the medium of a double play.

The batsman is out on a bunt that rolls foul if the attempted bunt be made on the third strike.

The batsman is out if he steps from one batsman's box to the other after the pitcher has taken his position to pitch.

(See Rules Nos. 38-51 of Spalding's Official Base Ball Guide.)

Base Running Rules

After the batsman makes a fair hit in which he is not put out he must touch first, second and third bases, and then the home plate in regular succession in order to score a run.

No base runner may score ahead of the men who precedes him in the batting order, if that player is also a base runner.

The batsman must run to first base immediately after making a fair hit, or when four balls have been called by the umpire, or when three strikes have been declared by the umpire.

If the batsman is hit by a pitched ball, either on his person or clothing, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, and that he used due precaution to avoid it, he is entitled to run to first base without being put out.

The batsman is entitled to run to first base without being put out if the catcher interferes with him or tries to prevent him from striking at the ball.

The batsman is entitled to first base, without being put out, if a fair hit ball hit either the person or clothing of an umpire or a base runner who is on fair ground.

Whenever the umpire sends the batsman to first base after four balls have been called, or for being hit by a pitched ball, or because he has been interfered with by the catcher, all runners on bases immediately ahead of him may advance a base each without being put out. A runner on second or third base with first base unoccupied would not be considered a runner immediately ahead.

Any base runner is entitled to advance one base when the umpire calls a balk.

Any base runner is entitled to advance one base when the ball, after being delivered by the pitcher, passes the catcher and touches any fence or building within ninety feet of the home plate. The penalty in regard to touching a fence or building is frequently waived by mutual consent where the ground area is limited.

If a fielder obstructs a base runner the latter may go to the next base without being put out, providing the fielder did not have the ball in his hand with which to touch the runner.

All base runners may advance three bases whenever a fielder

stops or catches the ball with his cap, glove, or any part of his uniform detached from its proper place on his person.

Should a thrown or pitched ball strike the person or clothing of an umpire on foul ground, the ball is not dead, and base runners are entitled to all the bases they can make.

The base runner shall return to his base without liability of being put out when a foul is not legally caught, when a ground ball is batted foul, or when the batter illegally bats the ball.

On a dead ball the runner shall return to his base without liability of being put out, unless it happens to be the fourth pitched ball to the batter, in which case, if first, or first and second base, or first, second and third bases be occupied, runners shall advance to the next bases in regular order. If by accident the umpire interferes with the catcher's throw, or a thrown ball hits the umpire, on fair ground, the runner must return to his base and is not to be put out. If a pitched ball is struck at by the batsman, but missed, and the ball hits the batsman, the runner must return to his base and may not be put out. If the umpire is struck by a fair hit ball before it touches a fielder, or the umpire declares the batsman or another base runner out for interference. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

If after the third strike has been called and missed by the catcher the then batsman attempts to hinder the catcher from fielding the ball, he is out.

Any fly ball legally hit by the batsman and legally caught on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or throws it to first base, and the first baseman touches the base, or the batsman, before the latter can get to first base, the batsman is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the base line, he is out, except that he may run outside of the line to avoid interference with a fielder trying to field the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

Whenever the runner is on the way from first to second base, second to third base, or third base to home plate, or in reverse order trying to secure the base which he has just left, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder, he is out. However, if a fielder is on the line trying to field a batted ball, the runner may run behind him to avoid interference, and shall not be called out for it.

Interference with a fielder attempting to field a batted ball retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to field the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, to avoid being put out when not on base, he shall be declared out.

If a runner fails to get back to a base after a foul or fair

hit fly ball is caught, other than a foul tip, before the ball is fielded to that base and legally held, or the runner be touched by a fielder with the ball in his hands before he can get back to the base last occupied, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings as the runner strikes it, he cannot be put out.

If a runner is on first base, or runners are on first and second bases, or on first, second and third bases, and the ball shall be legally batted to fair ground, all base runners are forced to run, except in the case of an infield fly (previously referred to), or a long fly to the outfield. Runners may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught, or after a long fly to the outfield is caught, the base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. In such case no base shall be run, unless necessitated by the batsman becoming a base runner. No run shall be scored nor shall any other base runner be put out except the one hit by the batted ball, until the umpire puts the ball in play.

A runner who fails to touch each base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder, provided that the ball has not been delivered to the batsman in the meantime by the pitcher.

If a runner fails to return to the base that he occupied when "Time" was called after the umpire has announced "Play" he is out, provided that the pitcher has not in the meantime delivered the ball to the batsman.

The runner is out if he occupies third base with no one out or one out and the batsman interferes with a play that is being made at home plate.

The runner is out if he passes a base runner who is caught between two bases. The moment that he passes the preceding base runner the umpire shall declare him out.

When the batter runs to first base he may overrun that base if he at once returns and retouches it. An attempt to run to second base renders him liable to be put out.

If, while third base is occupied, the coacher at third base shall attempt to fool a fielder who is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, and thereby draws a throw to home plate, the runner on third base must be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the fielding side, the runner trying for the base shall be declared out.

If a runner touches home plate before another runner preceding him in the batting order, the former loses his right to third base.

(See Rules Nos. 52-57 of Spalding's Official Base Ball Guide.)

Coaching Rules

The coaches must confine themselves to legitimate directions of the base runners only, and there must never be more

than two coaches on the field, one near first base and the other near third base.

(See Rule No. 58 of Spalding's Official Base Ball Guide.)

Scoring of Runs

One run shall be scored every time that a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home on or during a play in which the third man is forced out, or the third man is put out before reaching first base, the runner shall not be entitled to score.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball home until the man has completed the circuit of the bases, the latter is entitled to a home run, provided the fielder has not made a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a hit for one base, which is also known as a single.

A force-out can be made only when a base runner legally loses the right to the base he occupies by the batsman becoming a base runner and he is thereby obliged to advance.

(See Rule No. 59 of Spalding's Official Base Ball Guide.)

Ground Rules

Any special ground rules shall be understood by both team captains and the umpire, or umpires, in case there be two officials. The captain of the home club establishes the ground rules, but if the visiting captain objects, the matter must be left to the umpire, who has final jurisdiction.

(See Rule No. 69 of Spalding's Official Base Ball Guide.)

Umpire's Duties

When there are two umpires, the umpire behind the plate is the "Umpire-in-Chief," and the umpire on the bases the "Field Umpire." The "Umpire-in-Chief" has full charge of the game, makes all decisions on balls and strikes and decides all fair and foul hits. If a ball is hit fair, with a runner on first, he must go to third to make a possible decision; with more than one base occupied, he decides whether a runner on third base leaves the base before a fly ball is caught, and if a runner is caught between third and home, with more than one base occupied he decides on the runner nearest home plate. He, alone, can forfeit a game.

The Field Umpire makes the other decisions.

When there is but one umpire he has complete jurisdiction over everything.

The umpire has the right to call a draw game, whenever a storm interferes, if the score is equal on the last inning played. Calling a "draw game" must not be confounded with calling "time."

If the side second at bat is at bat when a storm breaks, and the game is subsequently terminated without further play, and this side has scored the same number of runs as the other side, the umpire can call the game a draw without regard to the score of the last equal inning. In other words, the game is a draw just as it rests.

Under like conditions if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play"; if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for objecting to decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a player of his own side run for him.

Play may be suspended by the umpire because of rain, and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason.

Umpire's Authority

Under no circumstances shall a captain or player dispute the accuracy of an umpire's judgment and decision on a play. If the captain thinks the umpire has erred in interpretation of the rules he may appeal to the umpire, but no other player is privileged to do so.

(See Rules Nos. 60-77 of Spalding's Official Base Ball Guide.)

General Definitions

"Play" is the order of the umpire to begin the game or to resume it after "Time" has been called.

"Time" is the order of the umpire to suspend play temporarily.

"Game" is the announcement of the umpire that the contest is terminated.

"Inning" is the time at bat of one team and is terminated when three of that team have been legally put out.

"Time at Bat" is the duration of a batter's turn against the pitcher until he becomes a base runner in one of the ways prescribed in the previous rules. In scoring a batter is exempt from a time at bat if he is given a base on balls, if he makes a sacrifice hit, if he is hit by a pitched ball, or if he is interfered with by the catcher.

(See Rules Nos. 78-82 of Spalding's Official Base Ball Guide.)

Scoring Rules

Each side may have its own scorer and in case of disagreement the umpire shall decide, or the captain of each team may agree upon one scorer for the match.

(See Spalding's Official Base Ball Guide for the Scoring Rules, and Spalding's Athletic Library, No. 350—"How to Score," Price 10 Cents.)

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QUALITY

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Official
National
League
Baseball
Since 1878



OFFICE
SPALDING

August 9, 1912.

A. G. Spalding & Bros. have furnished the National League with their Official Base Ball since 1878. I consider that the new Cork Center ball that you are now furnishing is the best that the National League has ever used. It is a great step forward in base ball construction.

Yours very truly,

T. J. Spalding
President

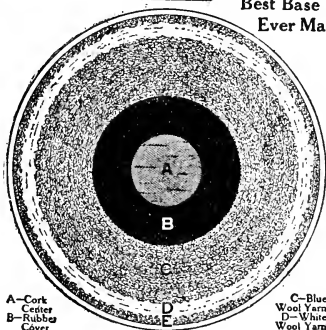
Spalding "Official National League" Ball

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PATENT
CORK
CENTER

Patented August 31, 1909

Best Base Ball
Ever Made



A-Cork
Center
B-Rubber
Cover

C-Blue
Wool Yarn
D-White
Wool Yarn

E-Blue Wool Yarn

To Those Who Play Base Ball

Every modification we have ever adopted in the construction of our Official League Ball has been decided upon after exhaustive experiments, always with the sole purpose of improving the qualities of the ball. The last improvement was in the core itself. The result is that the 1913 Spalding Official League Ball is the best type of ball we have ever turned out. It is more durable, more uniform in resistance, and holds its spherical shape better than any type of base ball made heretofore by anybody. I consider the 1913 Spalding Official League Ball nearer perfection than any base ball ever made. I personally investigated this improvement when it was first proposed in 1908. I then had an exhaustive series of experiments and tests made to determine whether the core could be improved. I was present at these experiments and found that unquestionably the 1913 type of ball was a great improvement from the standpoint of the ball player as well as the durability of the ball itself. I therefore authorize the following statement:

THE SPALDING 1913 OFFICIAL NATIONAL LEAGUE BALL, the same as used since August 1, 1910, without change in size of cork or construction, is the best base ball that has ever been manufactured and sold by anybody.

A. G. Spalding

THE Spalding "Cork Center" has not only improved the ball, but it has also improved the game. Base ball played with the Spalding "Cork Center" Ball is as far in advance of the game played with an ordinary rubber center ball as the game played with the Spalding "Official National League" Ball of 1909 and before was in advance of the original game with the home made ball composed of a slice from a rubber shoe, some yarn from dad's woolen sock, and a cover made of leather bought from the village cobbler and deftly wrapped and sewed on by a patient mother after her day's work was done.

Base ball to-day is no hazardous amusement, it is a scientific pastime, a sport of almost geometric exactitude. It commands the best that is in men of national prominence, and gives in return the plaudits of millions who testify by their presence and enthusiasm to the wonderful hold which this most remarkable game has upon the feelings of the great American public.

Anything which results in making the game more interesting to the spectators is good for the game itself, providing it does not interfere with the development of the sport as an athletic pastime. With the Spalding "Cork Center" Ball the game is just as interesting in the lat inning as in the first, the ball holds its life right through the game and being a more even playing ball than the old rubber center style it makes the game a surer test of the relative skill of the opposing teams.

Spalding Complete Catalogue of Athletic Goods Mailed Free.

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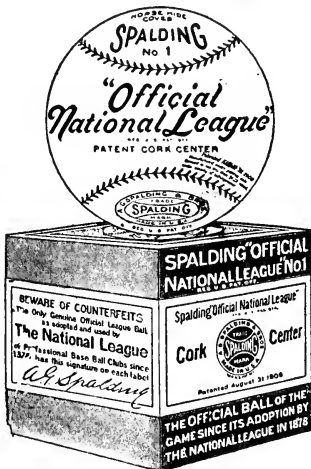
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Spalding "Official National League" Ball

Patent Cork Center

Patented August 31, 1909



Adopted by the National League in 1878, is the only ball used in Championship games since that time and has now been adopted for twenty years more, making a total adoption of fifty-four years.



This ball has the Spalding "Patent" Cork Center, the same as used since August 1, 1910, without change in size of cork or construction

Each ball wrapped in tinfoil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

No. 1 { Each, . . \$1.25
Per Dozen, \$15.00

The Spalding "Official National League" Ball has been the Official Ball of the Game since 1878

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Spalding

"Official National League" Jr. Ball

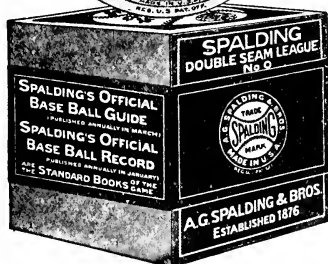
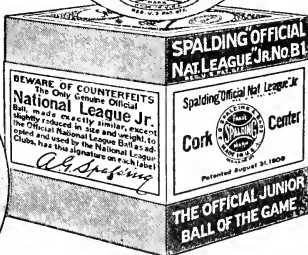
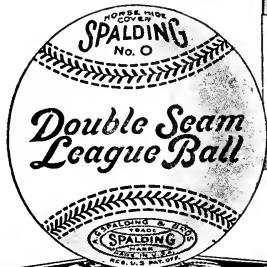
Reg. U.S. Pat. Off.

PATENT CORK CENTER

Patented August 31, 1909

Made with horse hide cover and in every respect, including patent cork center, same as our "Official National League" (Reg. U.S. Pat. Off.) Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. Warranted to last a full game when used under ordinary conditions.

No. B1. "Official National League" Jr.
Reg. U.S. Pat. Off. Each, \$1.00



Spalding
Double Seam
League Ball

Pure Para Rubber Center

Sewed with double seam, rendering it doubly secure against ripping. The most durable ball made. Horse hide cover, pure Para rubber center, wound with best all-wool yarn. Warranted to last a full game when used under ordinary conditions, but usually good for two or more games.

No. 0. Each, \$1.25 Dozen, \$15.00

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Spalding League Rubber Center Ball

No. 1RC. Horse hide cover, pure Para rubber center, wound with best wool yarn; double stitched red and green. Each, \$1.00 Doz., \$12.00



Spalding City League

No. L4. Horsehide cover, and rubber center wound with yarn. Full size and weight. Very well made. Each, 75c. Doz., \$9.00



Spalding National Association Jr.

No. B2. Horsehide cover, pure Para rubber center wound with yarn. Slightly under regulation size. Each, 75c.

Above balls warranted to last a full game when used under ordinary conditions.



Professional

Spalding Professional

No. 2. Horse hide cover, full size. Carefully selected material; first-class quality. In separate box and sealed. Each, 50c.



Lively Bounder

Spalding Public School League

No. B3. Junior size, horse hide cover, rubber center wound with yarn. For practice by boys' teams. Each, 50c.

Spalding Lively Bounder

No. 10. Horse hide cover. Inside is all rubber, liveliest ball ever offered. In separate box and sealed. Each, 25c.



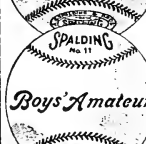
King of the Diamond

Spalding Junior Professional

No. 7B. Slightly under regular size. Horse hide cover, very lively. Perfect boys' size ball. In separate box and sealed. Each, 25c.

Spalding King of the Diamond

No. 5. Full-size, good material, horse hide cover. In separate box. Each, 25c.



Boys' Amateur

Spalding Boys' Favorite Ball

No. 12. Lively, two-piece cover. Dozen balls in box. Each, 10c.

Spalding Boys' Amateur Ball

No. 11. Nearly regulation size and weight. Best for the money on market. Dozen balls in box. Each, 10c.

Spalding Rocket Ball

No. 13. Good bounding ball, boys' size. Best 5-cent two-piece cover ball on the market. Dozen balls in box. Each, 5c.



Public School League



Junior Professional



Boys' Favorite



Rocket

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SPALDING "WORLD SERIES" CATCHERS' MITT

Patented January 2, 1906; March 30, 1909, and including King Patent Padding, Patented June 28, 1910.

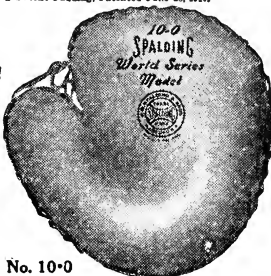
PROFESSIONAL MODEL. KING PATENT PADDING

No. 10-0. Patented Molded Face. Modelé after ideas of greatest catchers in the country. Brown calfskin throughout. King Patent felt padding, hand stitched, may be adjusted readily. Patent laced back; leather lace; metal eyelets; leather strap and brass buckle fastening. Felt lined strap, and heel of hand-piece also felt lined. Leather bound edges. Smaller than our No. 9-0. . . . Each, **\$8.00**

Spalding "Three-and-Out" Catchers' Mitt

Patented January 2, 1906; Patented March 30, 1909.

No. 9-0. Patented Molded Face and hand formed pocket. Brown calfskin throughout. Padded with hair felt; patent lace back; leather lace; metal eyelets; leather strap and brass buckle fastening. Heel of hand piece felt lined. Leather bound edges. Larger than No. 10-0; has not patent King Padding. Each, **\$8.00**

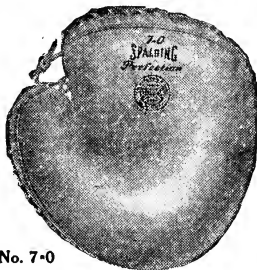


No. 10-0

Spalding "Perfection" Catchers' Mitt

Patented January 2, 1906; March 30, 1909, and including Fox Patent Padding, Patented February 20, 1912.

No. 7-0. Brown calfskin throughout. Patent combination shaped face, padding of hair felt and Fox Patent Padding Pocket, so additional padding may be inserted at heel. Extra felt padding supplied with each mitt. Patent laced back and thumb; leather lace; strap-and-buckle fastening. Heel of hand-piece felt lined. Leather bound edges. . . . Each, **\$6.00**



No. 7-0

Spalding "Collegiate" Catchers' Mitt

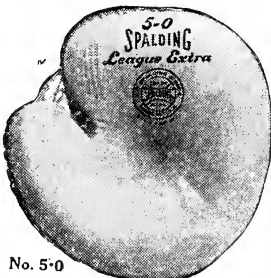
Patented January 2, 1906; March 30, 1909, and including King Patent Padding, Patented June 28, 1910.

No. 6-0. Molded face. Olive-colored leather, perfectly tanned to enable us to produce necessary "pocket" with smooth surface on face. King Patent felt padding, hand stitched, patent laced back and thumb; leather lace; strap-and-buckle fastening. Heel of hand-piece felt lined. Leather bound edges. Each, **\$5.00**

Spalding "League Extra" Catchers' Mitt

Patented Jan. 2, 1906; Sept. 29, 1908; March 30, 1909.

No. 5-0. Molded face. Tanned buff colored leather, patent felt padding; strap-and-buckle fastening at back; reinforced at thumb; patent laced back. Heel of hand-piece felt lined. Leather bound edges. . . . Each, **\$4.00**



No. 5-0

Spalding "League Special" Catchers' Mitt

Patented January 2, 1906; March 30, 1909.

No. 4-0. Molded face. Tanned brown leather; patent felt padding; reinforced and laced at thumb; patent laced back; strap-and-buckle fastening at back. Heel of hand-piece felt lined. Leather bound edges. Each, **\$3.00**

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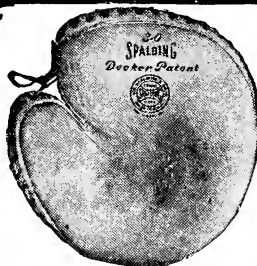
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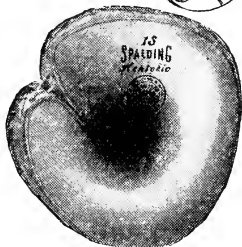
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No. 3-O

Showing heavy sole leather
finger protection, which is
the special feature on the
Nos. 3-O and OR Mitts



No. 1S



No. 3R

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Spalding Men's Catchers' Mitts

No. 3-O. "Decker Patent." Brown oak tanned leather throughout; patent laced back, reinforced, laced at thumb. Sole leather finger protection. Each, **\$3.50**

No. OR. "Decker Patent." Black grain leather throughout; reinforced and laced at thumb; patent laced back. Sole leather finger protection. Each, **\$2.50**

No. O. "Interstate." Professional model size. Brown grain leather face, sides and finger piece, pearl grain leather back; padded; reinforced, laced at thumb; patent laced back. Ea., **\$3.00**

No. OA. "Inter-City." Special large size. Brown grain leather face, green leather sides and back; reinforced, laced at thumb; patent laced back. Each, **\$2.50**

No. 1S. "Athletic." Large model. Smoked horse hide face and finger-piece; reinforced and laced at thumb; patent laced back. Special style padding. Each, **\$2.00**

No. 1C. "Back-Stop." Large model. Gray leather face and finger-piece; brown leather side and back; padded; reinforced, laced at thumb; patent laced back. Each, **\$1.50**

No. 1R. "Semi-Pro." Large model. Black grain leather; reinforced, laced at thumb; patent laced back. Special padding. Ea., **\$2.00**

No. 2C. "Foul Tip." Oak tanned leather; padded; reinforced and laced at thumb; back patent full laced. Each, **\$1.00**

No. 2R. "Association." Large model. Black, smooth tanned leather face, back and finger-piece; tan leather sides; padded; reinforced and laced at thumb. Each, **\$1.00**

Spalding Youths' Catchers' Mitts

No. 3R. "Interscholastic." Large size. Black leather face, back, finger-piece; sides of brown leather; reinforced, laced at thumb. Ea., **75c.**

No. 2B. "Youths' League." Junior size. Pearl colored; smooth tanned leather face and finger-piece; back and sides of brown leather; padded; patent laced thumb. Each, **\$1.00**

No. 4. "Public School." Large size. Face, finger-piece and back brown oak tanned leather; padded; reinforced, laced at thumb. Ea., **50c.**

No. 5. "Boys' Delight." Face and finger-piece of brown oak tanned leather; canvas back; laced thumb; well padded. Each, **25c.**

No. 6. "Boys' Choice." Brown oak tanned leather; padded; laced thumb. Each, **25c.**

All Styles Made in Rights and Lefts. When Ordering for Left Handed Players Specify "Full Right."

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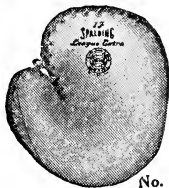
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No. AAX



No. CO



No. 1F



No. 2MF

Made in Rights and Lefts. When
Ordering for Left Handed Players
Specify "Full Right."

Spalding "World Series" Basemen's Mitts

Patented June 28, 1910.

Spalding "Broken-In" Basemen's Mitt

No. **AAX**. Already broken in; ready to put on and play when you buy. Finest buck. King Patent Padding, arranged for insertion of extra padding. Each, **\$5.00**

Professional Models. King Patent Padding

No. **BXP**. Calfskin; leather lacing. Leather strap at thumb. King Patent Padding. Each, **\$4.00**

No. **AXP**. White tanned leather throughout. Leather strap at thumb. King Patent Padding. Each, **\$4.00**

Spalding "League Special" Basemen's Mitt

Patented Feb. 20, 1912

No. **AX**. With Fox Patent Padding pocket, so additional padding may be inserted. Extra felt padding supplied with each mitt. White tanned buckskin face, back and lining; leather lacing all around. Ea., **\$4.00**

Spalding Basemen's Mitts

No. **BXS**. "League Special." Brown calfskin face, back and lining; leather lacing all around. Ea., **\$4.00**

No. **CO**. "Professional." Olive calfskin face, back and lining. Padded; laced all around. Each, **\$3.00**

No. **CX**. "Semi-Pro." Face of tanned buff-color leather, back of firm tanned brown leather, laced all around, padded at wrist and thumb. Each, **\$2.50**

No. **CXR**. "Amateur" (Black.) Black calfskin face, black leather back and lining. Properly padded; laced all around. . . . Each, **\$2.00**

No. **CXS**. "Amateur." Tanned brown grained leather. Correctly padded; laced all around. Ea., **\$2.00**

No. **DX**. "Double Play." Oak tanned leather, padded, laced all around. . . . Each, **\$1.50**

No. **EX**. "League Jr." Black smooth leather, laced all around. Suitably padded. . . Each, **\$1.00**

No. 1F Spalding "League Extra" Pitchers' and Basemen's Mitt

No. **1F**. Face of white buck, balance of brown calfskin; padded; without hump. Laced all around. Ea., **\$3.50**

Spalding Fielders' Mitts

No. **2MF**. Pliable; best for outfielders. Brown calfskin face; extra full thumb, leather lined. Ea., **\$3.00**

No. **5MF**. Specially tanned olive leather, padded with fine felt; leather lined; full thumb, Ea., **\$2.00**

No. **6MF**. Made of white tanned buckskin; leather lined; large thumb; well padded. . . Each, **\$1.50**

No. **7MF**. Good quality pearl colored leather; well padded; leather lined. . . . Each, **\$1.00**

No. **8F**. Black tanned leather, padded; leather lined; reinforced, laced at thumb. . . . Each, **\$1.00**

No. **9F**. Boys' mitt. Oak tanned smooth leather, padded; reinforced and laced at thumb. Each, **50c.**

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Spalding "Broken-In" Infielders' Glove

No. SXL "Broken-In" style. Professional model. Patented March 10, 1908; June 28, 1910 Specially prepared leather. Needs no breaking in, simply slip it on and start playing. Full leather lined. Weltd seams. Each, \$5.00

Spalding "World Series" Infielders' Gloves

Leather Lined. Weltd Seams.

No. BB1. Professional model. King Patent Padding. Patented March 10, 1908; June 28, 1910 Finest quality buckskin. Worn by some of the most successful National and American League infielders. Most popular style ever put out. Each, \$4.00

No. AA1. For professional players. Finest buckskin. Regular padding, very little, but in right place. \$4.00

The Spalding "Leaguer" Glove

No. SS. Designed by one of the greatest infielders that ever played base ball. Might call it a special "Shortstop" glove, although it is an all-around style and is equally suitable for any infield player. Best quality buckskin, weltd seams and leather lined throughout. Ea., \$4.00

Spalding Infielders' Gloves

No. PXL "Professional." Buckskin in this glove is the finest obtainable. Heavily padded around edges and little finger. Extra long to protect wrist. Leather lined throughout. Weltd seams. Each, \$3.50

No. RXL "League Extra." Black calfskin. Highest quality throughout. Design similar to No. PXL. Full leather lined. Weltd seams. Each, \$3.50

No. PX. "Professional." Finest buckskin, same as in our No. PXL. Padded with felt. Weltd seams. Ea., \$3.00

No. XWL "League Special." Tanned calfskin. Padded with felt. Extra long to protect wrist. Highest quality workmanship. Full leather lined. Weltd seams. Ea., \$3.00

No. 2W. "Minor League." Smoked horse hide. Professional model, full leather lined; King Patent Padding, as in Nos. SXL and BB1. Weltd seams. Each, \$3.00

No. 2XR. "Inter-City." Professional style, with padded little finger, extra large thumb; weltd seams. Good quality black calf, leather lined throughout. Each, \$2.50

No. 2Y. "International." Smoked horse hide; professional style, with specially padded little finger, extra large thumb, weltd seams. Full leather lined. Ea., \$2.50

No. PBL. "Professional Jr." Youths' Professional style. Selected velvet tanned buckskin. Same as No. PXL men's. Leather lined throughout. Weltd seams. Each, \$2.50

No. 3X. "Semi-Pro." Good quality gray buck tanned leather. Large model. Correctly padded; weltd seams. Leather lined throughout. Each, \$2.00

No. 2YA. "Either Hand." For right or left hand, fitting either equally well. Special quality smoked horse hide; weltd seams. Leather lined throughout. Ea., \$2.50



No. SXL



No. SS



No. 2W



No. 2YA

Above Gloves are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our diverted seam (Patented March 10, 1908) between fingers, adding considerably to durability of the gloves.

All Styles Made in Rights and Lefts. When Ordering for Left Handed Players Specify "Full Right."

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Spalding Infielders' Gloves



No. 3XR



No. XLA



No. 10



No. 16

- No. 3XR. "Amateur." Good quality black tanned leather, correctly padded, and extra large thumb; welted seams. Leather lined throughout. . . . Each, \$2.00
- No. 4X. "Association." Good quality brown tanned leather, nicely padded; leather lined throughout, with inside hump; welted seams. Good value. Each, \$2.00
- No. 11. "Match." Professional style glove; special tanned olive colored leather throughout; welted seams; correctly padded; full leather lined. . . . Each, \$1.50
- No. XL. "Club Special." Made of special white tanned leather, correctly padded on professional model; welted seams; leather lined. . . . Each, \$1.50
- No. XLA. "Either Hand." For right or left hand. Special white tanned leather, correctly padded; welted seams; leather lined. . . . Each, \$1.50
- No. ML. "Diamond." Special model, very popular. Smoked sheepskin, padded; full leather lined. Ea., \$1.50
- No. XS. "Practice." White velvet tanned leather; welted seams; inside hump; full leather lined. . . . Each, \$1.25
- No. 15. "Regulation." Men's size. Brown tanned leather, correctly padded; palm leather lined. Ea., \$1.00
- No. 15R. "Regulation." Men's size. Black tanned leather, padded; inside hump; palm leather lined. . . . Each, \$1.00
- No. 10. "Mascot." Men's size. Olive tanned leather, padded; popular model; welted seams; palm leather lined. . . . Each, \$1.00
- No. 12. "Public School." Full size. White chrome tanned leather, correctly padded; inside hump; palm leather lined. . . . Each, 75c.
- No. XB. "Boys' Special" Boys' Professional Style; good quality special tanned white leather, welted seams; leather lined throughout. . . . Each, \$1.00
- No. 12R. "League Jr." Full size. Black smooth tanned leather, lightly padded, but extra long; palm leather lined; welted seams; inside hump. Each, 75c.
- No. 16. "Junior." Full size; white chrome tanned leather, lightly padded, but extra long; palm leather lined. . . . Each, 50c.
- No. 16W. "Star." Full size; white chrome tanned leather, welted seams; correctly padded; palm leather lined. . . . Each, 50c.
- No. 17. "Youths." Good size, special brown smooth tanned leather, nicely padded; inside hump, palm leather lined. . . . Each, 50c.
- No. 14. "Boys' Amateur." Youths' professional style. Special tanned white leather correctly padded and inside hump; palm leather lined. . . . Each, 50c.
- No. 18. "Boys' Own." Oak tanned leather, padded; with inside hump; palm leather lined. . . . Each, 25c.
- No. 20. "Boys' Favorite." Oak tanned leather, properly padded; palm leather lined. . . . Each, 25c.

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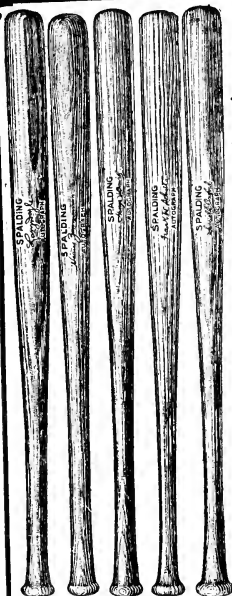
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Spalding "Players' Autograph" Bats

No. 100. We have obtained permission from prominent National and American League players to include in our line duplicates of bats they are actually using and which we supply them with, and these "Players' Autograph" Bats, bearing signature of player in each case, represent their playing bats in every detail. Finest air dried second growth straight grained white ash, cut from upland timber, possessing greater resiliency, density, strength and driving qualities than that of any other wood. The special oil finish on these bats hardens with age and increases the resiliency and driving power of the bat. Each, \$1.00

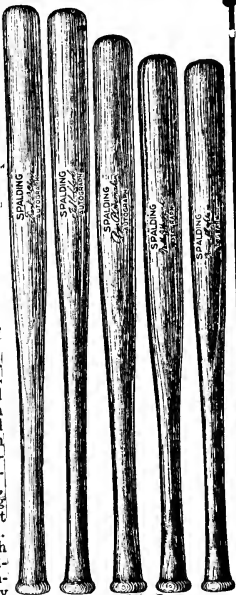
Ray Doyle AUTOGRAPH MODEL. Largest and heaviest bat (except Meyers special model) used by any professional ball player. Weights from 51 to 55 ounces. Length 35 in.

Winnie Zimmerman AUTOGRAPH MODEL. One of the best all around models ever produced. Medium small handle and well distributed striking surface. Equally suitable for the full swing and for the choke style of batting. Weights from 40 to 45 ounces. Length 34 inches.

Harry Davis AUTOGRAPH MODEL. Well balanced, comparatively light weight, with sufficient wood to give splendid driving power. Weights from 36 to 40 ounces. Length 34½ in.

Frank M. Schulte AUTOGRAPH MODEL. Very small handle, and balanced so that with a full swing, terrific driving power results. Weights from 37 to 41 ounces. Length 35 inches.

Samuel E. Campbell AUTOGRAPH MODEL. Splendid model, comparatively small handle, well balanced. Weights from 40 to 44 oz. Length 35 in.



Frank L. Chance AUTOGRAPH MODEL. Extra large heavy bat with thick handle. Weights from 44 to 48 ounces. Length 35 inches.

Ed Clarke AUTOGRAPH MODEL. Different model from that formerly used by Clarke, improved in balance, model and length. Weights from 39 to 43 ounces. Length 34½ inches.

Popo O. Anderson AUTOGRAPH MODEL. Short bat, large handle, well rounded end. Weights from 40 to 44 ounces. Length 32½ in.

Mully J. Huggins AUTOGRAPH MODEL. Short bat, small handle, but body quite thick. Weights from 38 to 42 ounces. Length 32 inches.

Norman Elledge AUTOGRAPH MODEL. The smallest, shortest and lightest bat used by any professional player. Specially adapted to small or light men. Weights from 35 to 39 ounces. Length 31 inches.

In stock in all Spalding stores in models listed on this page. Give name of player when ordering.

Can also supply on special orders Donlin, Oakes, Keeler and Evers Models.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players always should have two or more bats in reserve.

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SPALDING SPECIAL MODEL BATS

For over thirty years we have been turning out special model bats to suit the leading players of the prominent professional leagues, and our records will show hundreds of different bats made in accordance with the ideas of individual players, many of whom have been league record makers. "Chief" Meyers writes:

I have found your bats to be the very best bats obtainable anywhere and in every respect satisfactory. It is a pleasure to give you permission to use my name on your Autograph Bats, applying same to my personal model, which permission is hereby granted.

(Signed) *J.T. Meyers* New York "Giants."

We can supply, on special orders, Special Model Bats, same as made for the following most famous batsmen on the National League and American League teams:

BAKER, Philadelphia, American League	Model B	MEYERS, New York, National League	Model M
CALLAHAN, Chicago, American League	Model C	OLDRING, Philadelphia, American League	Model O
DEVORE, New York, National League	Model D	PASKERT, Philadelphia, National League	Model P
FLETCHER, New York, National League	Model F	SPEAKER, Boston, American League	Model S
HERZOG, New York, National League	Model H	THOMAS, Philadelphia, American League	Model T
LUDERUS, Philadelphia, National League	Model L	WHEAT, Brooklyn, National League	Model W

The originals from which we have turned Spalding Special Model Bats for players named we hold at our bat factory, making duplicates on special order only. These Spalding Special Model Bats do not bear the players' autographs.

Spalding Special Model Bats, Not Carried in Stock, Made to Order Only. **Professional Oil Finish. Each, \$1.00**
WE REQUIRE AT LEAST TWO WEEKS' TIME FOR THE EXECUTION OF SPECIAL BAT ORDERS

SPALDING "ALL STAR" MODEL BATS

No. 100S. We have made up six what might be called "composite" models, combining the features of several in one bat, and we offer in these "All Star" Bats a line which possesses the most desirable features for amateurs or professionals. Timber same as in the Spalding "Players' Autograph" Bats. . . Each, **\$1.00**
Furnished in six models of various lengths and weights. Mention Model Number when Ordering.

SPALDING BROWN OIL-TEMPERED BATS

No. 100D. Same quality as our "Players' Autograph" and "All Star" Models. Furnished in a most popular assortment. Special preparation used on this grade is similar to that which many professional players use. . . . Each, **\$1.00**

SPALDING PROFESSIONAL OIL FINISH BATS

No. 100P. This line is the result of exhaustive experiments and tests conducted in our bat factory. Timber same as "Players' Autograph" and "All Star." Ea., **\$1.00**
Furnished in twelve models of various lengths and weights. Mention Model Number when Ordering.

SPALDING GOLD MEDAL NATURAL FINISH BATS

No. 100G. Timber is same as we use in the "Players' Autograph," the "All-Star," and the "Professional Oil Finish" bats. Each, **\$1.00**
Furnished in twelve models of various lengths and weights. Mention Model Number when Ordering.
Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

SPALDING TRADE-MARK BATS

No. 75. Record. From the most popular models, light antique finish. One dozen in crate (lengths, 30 to 35 inches; weights 36 to 42 ounces). Each, **75c.**
No. 50M. Mushroom. Plain, special finish. Each, **50c.**
This is a fine all-around bat.
No. F. Fungo. Hardwood, 38 in. long, thin model. Professional oil finish. Each, **\$1.00**
No. 50W. Fungo. Willow, light weight, full size bat, plain handle. Each, **50c.**
No. 50T. Men's Taped League, ash, extra quality, special finish. Each, **50c.**
No. 50. Men's League, ash, plain handle. Each, **50c.**
No. 25. Men's City League, plain handle. Each, **25c.**
No. 50B. Spalding Junior Special finish. Specially selected models. Lengths and weights proper for younger players. Ea., **50c.**
No. 25B. Junior League, plain, extra quality ash, spotted burning. Ea., **25c.**
No. 10B. Boys' League, good ash, varnished. Ea., **25c.**

HOLD BAT PROPERLY AND STRIKE THE BALL WITH THE GRAIN.
DON'T BLAME THE MAKER FOR A BREAK WHICH OCCURS THROUGH ABUSE OR IMPROPER USE.

For Lengths and Weights of Bats listed on this page, see Spalding 1913 Spring and Summer Catalogue.

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No. 10-0W



No. 8-0



No. 4-0



No. 0-P



No. 0-X



No. B.

Spalding "World Series" Open Vision Special Welded Frame Mask

PATENTS APPLIED FOR

No. **10-0W**. Heavily padded; special welded frame. Has the best features of mask manufacture that have come to us during the many years since we put out the first really practical base ball catchers' mask. Weight is as light as consistent with absolute safety; padding conforms to the face with comfort. Each, **\$5.00**

Spalding Open Vision Specially Soldered Frame Masks

PATENTS APPLIED FOR

No. **8-0**. Heavily padded, soldered and reinforced frame of special steel wire, heavy black finish. Reinforced with hard solder at joining points. This feature of maximum strength, together with our patented open vision, has the endorsement of the greatest catchers in the National and American Leagues. Each, **\$5.00**

No. **9-0**. Lightly padded, but otherwise similar in construction to our No. 8-0. Some catchers prefer the light padding that we use in our No. 9-0 style to the heavy padding with extra forehead pad, as in the No. 8-0. . . . Each, **\$5.00**

Spalding "Special Soldered" Mask

No. **6-0**. Each crossing of the wires heavily soldered. Extra heavy wire frame, black finished; improved padding on sides, special forehead pad and molded leather chin-piece; elastic head-band and detachable cloth sun-shade. . . . Each, **\$4.00**

Spalding Open Vision Umpires' Mask

No. **5-0**. Open vision frame. Has neck protecting attachment and a special ear protection; nicely padded. Safest and most convenient. . . . Each, **\$5.00**

Spalding "Sun Protecting" Mask

No. **4-0**. Patent molded leather sun-shade, protecting eyes without obstructing view. Heavy steel wire, black finish. Padded leather chin-strap, improved design; hair-filled pads, including forehead pad, special elastic head-band. Each, **\$4.00**

Spalding "Neck Protecting" Mask

No. **3-0**. Neck protecting arrangement affords positive protection. Finest heavy steel wire, black finish; hair-filled pads, special elastic head-strap. Each, **\$3.50**

Spalding "Semi-Pro" League Mask

No. **0-P**. Black annealed steel wire. Continuous side pads, leather covered, hair-filled; forehead pad; leather chin-strap; elastic head-band. Each, **\$2.50**

Spalding "Regulation League" Masks

No. **2-0**. Black annealed steel wire. Hair-filled padding of improved design, including forehead pad, molded leather chin-strap; elastic head-band. Ea., **\$2.00**

No. **0-X**. Men's. Heavy annealed steel wire, finished in black. Improved leather covered pads, including forehead pad, molded leather chin-strap. Ea., **\$1.50**

No. **0XB**. Best youths' mask. Black finish, soft annealed steel wire, similar quality throughout to No. 0X. . . . Each, **\$1.50**

No. **A**. Men's. Black enameled steel wire, leather covered pads, forehead pad and molded chin-strap. . . . Each, **\$1.00**

No. **B**. Youths'. Black enameled steel wire, similar in quality throughout to No. A, but smaller in size. . . . Each, **\$1.00**

No. **C**. Black enameled; pads covered with leather, wide elastic head-strap, leather strap-and-buckle. . . . Each, **50c.**

No. **D**. Black enameled; smaller than No. C; substantial for boys. Each, **25c.**

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SPALDING BASE BALL UNIFORMS

Complete set of sample cards, showing swatches of various colors and qualities of material that we actually furnish in our Base Ball Uniforms, will be mailed on application to any team, together with measurement blank and full instructions for measuring players for uniforms.

Spalding "World Series" Uniform No. O.	Complete, \$15.00	\$12.50
Net price to clubs ordering for <i>Entire Team</i> .	Suit,	
Spalding "League" Uniform No. 1-T.	Complete, \$12.50	10.00
Net price to clubs ordering for <i>Entire Team</i> .	Suit,	
Interscholastic Uniform No. 2.	Complete, \$9.00	7.50
Net price to clubs ordering for <i>Entire Team</i> .	Suit,	
Minor League Uniform No. M.	Complete, \$9.00	7.50
Net price to clubs ordering for <i>Entire Team</i> .	Suit,	
City League Uniform No. P.	Complete, \$7.50	6.00
Net Price to clubs ordering for <i>Entire Team</i> .	Suit,	
Club Special Uniform No. 3.	Complete, \$6.00	5.00
Net price to clubs ordering for <i>Entire Team</i> .	Suit,	
Amateur Special Uniform No. 4.	Complete, \$4.00	3.50
Net price to clubs ordering for <i>Entire Team</i> .	Suit,	
Spalding Junior Uniform No. 5.	Complete, \$3.00	2.50
Net price to clubs ordering <i>nine or more uniforms</i> .	Suit,	
Spalding Youths' Uniform No. 6.	Very well made of good quality Gray material. Complete,	1.00

ABOVE UNIFORMS CONSIST OF SHIRT, PANTS, CAP, BELT AND STOCKINGS.

SPALDING BASE BALL SHOES



Lightest Base Ball
Shoes ever made.

No. FW. "Featherweight." Kangaroo uppers, white oak leather soles; hand sewed, strictly bench made. Has special edge and vamp protector (Patent applied for), which takes the place of ordinary pitchers' toe plates. Leather laces. Per pair, **\$7.50**

Sizes and Weights of Spalding "Featherweight"
No. FW Base Ball Shoes

Size of Shoes	5	6	7	8	9
Weight, per pair	18 oz.	18½ oz.	19 oz.	20 oz.	21 oz.

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a light weight durable shoe for general use we recommend No. 30-S.

No. 30-S. "Sprinting." Kangaroo leather uppers, white oak leather soles. Built on our famous running shoe last. Strongly made, light in weight. Hand sewed and strictly bench made. Leather laces. Per pair, **\$7.00**

No. 0. "Club Special." Selected satin calfskin. High point carefully tempered carbon steel plates hand riveted to heels and soles. Per pair, **\$5.00**

No. 0S. Same as No. 0, but with sprinting style flexible soles. " 5.00

No. 35. "Amateur Special." Leather, machine sewed. High point tempered carbon steel plates hand riveted to heels and soles. Pair, **\$3.50** ★ *\$39.00 Doz.*

No. 37. "Junior." Leather, regular base ball shoe last. Plates hand riveted to heels and soles. Excellent for money, but *not guaranteed*. Pair, **\$2.50** ★ *\$27.00 Doz.*

Juvenile Base Ball Shoes

No. 38. Made on special boys' size lasts. Good quality material throughout and steel plates. Furnished in boys' sizes, 12 to 5, inclusive, only. Per pair, **\$2.00**

Prices printed in italics opposite items marked with ★ quoted on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★

SPECIAL NOTICE. Keep the uppers and soles soft by applying Spalding Waterproof Oil. It will greatly add to wear of shoes. Can 25 Cents.

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BOOKS FOR ATHLETES

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"RED COVER" SERIES
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OLYMPIC GAMES

Edited by J. E. Sullivan, American Commissioner to the Olympic Games, Stockholm, Sweden, 1912. The only book that contains all the records made in Sweden, with winners at previous Olympiads and best Olympic records; list of members of the American team; how the team trained on the Finland, which was chartered especially to convey the athletes, and incidents of the trip; ceremonies at the opening, and other interesting accounts. Profusely illustrated with scenes at Olympic Games and pictures of prominent competitors.

PRICE 25 CENTS.



SPALDING
"RED COVER" SERIES
No. 1R.

ATHLETIC ALMANAC

Edited by J. E. Sullivan, Secretary-Treasurer of the Amateur Athletic Union of the United States. Spalding's Official Athletic Almanac is the only publication that contains all authentic amateur records in track and field events, swimming and skating; collegiate records; dual meets; the year in athletics; All America selections; British and Continental records; comparative records of American and British performances, and a great deal of other interesting data. Illustrated with numerous pictures of leading athletes in action.

PRICE 25 CENTS.

CATALOGUE 1913



IT'S A SPALDING

New Things in Base Ball for 1913

If you want to know what is new in Base Ball equipment for this year—new bats, new mitts, new gloves, new masks, the latest in uniforms and shoes—send your name and address to the nearest Spalding store (see list on inside front cover) and you will receive a copy of the new Spalding catalogue free by return mail. It also contains group pictures of the world champions, the Boston Red Sox; the National League champions, the New York Giants, and action pictures of prominent players and world series scenes; also the latest in lawn tennis, golf and all spring and summer sports.

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Spalding Roll Collar Sweaters

The Nos. AA, A and B Sweaters, listed below, are made of special quality worsted, exceedingly soft and pleasant to wear. For straight athletic wear there is no garment more useful than these regular roll collar sweaters which we have been making in our factories for over twenty-five years. Full fashioned to body and arms and put together by hand, not simply stitched up on a machine, as are the majority of garments sold as regular made goods. All made with 9-inch roll collars. Sizes: 28 to 44 inches.



No. AA

than in No. AA. Carried in stock in Gray or White only. See list below of colors supplied on special orders. Roll collar.

Each, \$6.00 ★ \$66.00 Doz.

No. B. Heavy weight, but lighter worsted than in No. A. Carried in stock in Gray or White only. See list below of colors supplied on special orders. Roll collar. . . Each, \$5.00 ★ \$54.00 Doz.

No. AA. The proper style for use after heavy exercise, inducing copious perspiration, for reducing weight or getting into condition for athletic contests. Particularly suitable also for Foot Ball and Skating Heaviest sweater made. Carried in stock in White or Gray only. See list below of colors supplied on special orders.

Each, \$8.00

★ \$84.00 Doz.

No. A. "Intercollegiate." Special weight worsted, lighter



SHAKER SWEATER

No. 3. Good quality all wool sweater, Shaker knit, well made throughout. Sizes: 30 to 44 inches. Standard weight, slightly lighter than No. B. Carried in stock in Gray or White only. See list below of colors supplied on special orders. Roll collar. . . . Each, \$4.00 ★ \$45.00 Doz.

We allow four inches for stretch in all our sweaters, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.

PLAIN COLORS—Sweaters on this page are supplied in any of the colors designated, at regular prices. Other colors to order only in any quality, 50c. each garment extra.

SPECIAL ORDERS—In addition to stock colors mentioned, we also supply any of the sweaters listed on this page, without extra charge, on special orders only, not carried in stock, in any of the following colors: BLACK CARDINAL SEAL BROWN MAROON
NAVY DARK GREEN SCARLET COLUMBIA BLUE

No. B.—We designate three shades which are sometimes called RED. They are Scarlet, Cardinal, Maroon. Where RED is specified on order, we supply Cardinal.

SPECIAL NOTICE—Solid color sweaters with one color body and another color (not striped) collar and cuffs furnished in any of the colors noted, on special order, at no extra charge.

PRICES SUBJECT TO CHANGE WITHOUT NOTICE

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★

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A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

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TRADE-MARK

GUARANTEES
QUALITY

SPALDING COAT JERSEYS

No. 10C. Worsted, same grade as No. 10P Plain (listed on Page 100). Solid stock colors (not striped), or one solid stock color body and sleeves with different stock color solid trimming (not striped) on cuffs, collar and front edging. Pearl buttons. Each, \$3.50 ★ \$39.00 Doz.

SPALDING STRIPED JERSEYS

Following sizes carried in stock regularly in all qualities: 28 to 44 inch chest. Other sizes at an advanced price.

We allow two inches for stretch in all our Jerseys, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.



No. 10C

No. 10PX. Special quality worsted, fashioned; solid stock color body, with stock color striped sleeves, usually alternating two inches of same color as body, with narrow stripes of any other stock color. Colors as noted. . . Each, \$3.25 ★ \$33.00 Doz.

No. 12PX. Good quality worsted; solid color body, striped sleeves, usually alternating two inches of same color as body, narrow stripes of some other color. Colors as noted. Each, \$2.75 ★ \$30.00 Doz.

No. 12PW. Good quality worsted; solid stock color body and sleeves, 6 in. stock color stripe around body. Colors as noted. Each, \$2.75 ★ \$30.00 Doz.

STOCK COLORS of Nos. 10PX, 12PX and 12PW Jerseys
BLACK AND ORANGE
NAVY AND WHITE
BLACK AND SCARLET
ROYAL BLUE AND WHITE
COLUMBIA BLUE AND WHITE
SCARLET AND WHITE
MAROON AND WHITE

Second color mentioned is for body stripe or for stripes on sleeves. Other colors than as noted above to order only, not more than two colors in any garment, 50c. each extra.

SPALDING COTTON JERSEYS



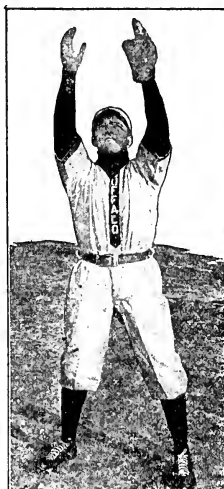
Nos. 10PX and 12PX

No. 6. Cotton, good quality, fashioned, roll collar, full length sleeves. Colors: Black, Navy Blue, Gray, and Maroon only. Each, \$1.00 ★ \$10.80 Doz.

No. 6X. Cotton, as No. 6, but with striped sleeves in following combinations only: Navy with White or Red Stripe; Black with Orange or Red Stripe; Maroon with White Stripe. Ea., \$1.25 ★ \$13.20 Doz.

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No. 12PW

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Spalding Gold Medal Rackets

Patented January 3, 1905; June 12, 1906.

THE success we have met with in putting out this racket accompanied by the broadest guarantee ever given on an article of this kind is the best evidence as to the truth of our assertions regarding the great care which we exercise in watching every detail of its manufacture. The racket is sold upon its own reputation and the Spalding Guarantee is your assurance of satisfaction.

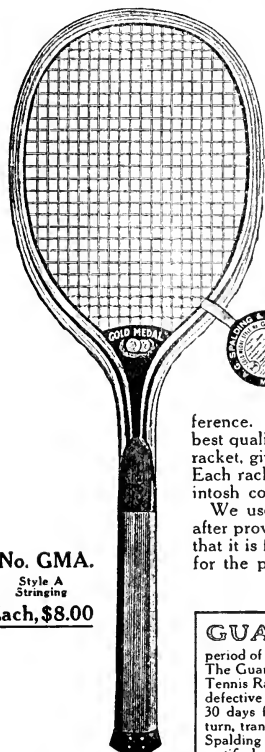
The difference between Styles A and B is in the additional strings reinforcing the central portion of the latter. Handles 5, 5½ and 5¾ inches in circumference. Stringing of clearest and absolutely best quality lambs' gut. Tag attached to each racket, giving particulars of special inspection. Each racket enclosed in special quality mackintosh cover.

We use a dogwood insertion in shoulders, after proving to our satisfaction, by experience, that it is far superior to cane or other material for the purpose.

No. GMA.

Style A
Stringing

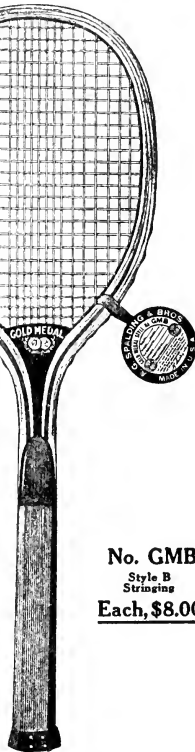
Each, \$8.00



STYLE
A

GUARANTEE

We guarantee Lawn Tennis Rackets for a period of 30 days from date of purchase by the user. The Guarantee Tag attached to each Spalding Lawn Tennis Racket reads as follows: If this Racket proves defective in workmanship or material within 30 days from date of purchase, please return, transportation charges prepaid, to any Spalding Store, and the defect will be rectified. Imperfectly strung Rackets will be restrung, and in the event of a broken frame due to workmanship or defective material, the Racket will be replaced. Notice.—This Guarantee does not apply to Rackets weighing less than 13 ounces.



STYLE
B

No. GMB.

Style B
Stringing

Each, \$8.00

We urge that at the conclusion of play this Racket be rubbed dry, and when not in use be covered with a Waterproof Cover, placed in a Racket Press, and the gut occasionally gone over with Spalding Tennis Gut Preservative. **KEEP YOUR RACKET IN A DRY PLACE, otherwise the Guarantee is void.**

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SPALDING Championship Tennis Ball

PERFECT INFLATION

PERFECT COVERING

PERFECT SEWING

ON the record made by the Spalding Championship Tennis Ball so far we are willing to base our claims for superiority, and wherever the ball is used, either in a tournament or regular play, we are certain our judgment will be confirmed. Absolutely best in every particular of manufacture and made by people who have been in our employ, many of them, for twenty years and over, we place the Spalding Championship Tennis Ball before the most critical clientele in the athletic world with perfect confidence that it will give absolute satisfaction.

No. 00. Per dozen, \$5.00

Three balls only. . . . 1.25

One or two balls. Each, .45



Wright & Ditson Championship

No. 5. So well known that comment as to its qualities is unnecessary. Per doz., \$5.50

On orders for NOT less than 1 gross. . . Per gross, \$60.00

Tournament

No. 0. In the manufacture of the Spalding Championship Ball only those which are absolutely perfect in every particu-



lar are allowed to pass, and the "culls" or "throw-outs" are stamped simply Tournament and do not bear the Spalding Trade-Mark. These balls will answer for practice or for children's use, but should not be used for match play. Per dozen, \$3.00. Each, 25c.

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SPALDING

"All Comers" No. GMF Racket

Reg. U. S. Pat. Off. Feb. 20, 1912

Patented March 6, 1900;
January 3, 1905; June 12, 1906



No. GMF.
Spalding
"All Comers"
Reg. U. S. Pat. Off.
Racket.
Each, \$8.00

THIS racket is built for hard continuous play, and every detail of its construction has been passed upon by six different players of National reputation who know what is needed in a really dependable racket for tournament use.

New model, with large frame. Walnut throat piece. The shoulders wrapped with gut for special reinforcement.

Stringing is double in the central portion in the popular expert style.

Handles 5, 5 $\frac{1}{4}$ and 5 $\frac{3}{8}$ inches in circumference. Stringing of clearest and absolutely best quality lambs' gut. Each racket enclosed in a special quality mackintosh cover.



MAURICE McLOUGHLIN
Winner of All Comers'
Tournament at Newport, 1911
National Champion, 1912

GUARANTEE

WE guarantee Lawn Tennis Rackets for a period of thirty days from date of purchase by the user. The Guarantee Tag attached to each Spalding Lawn Tennis Racket reads as follows:

IF THIS Racket proves defective in workmanship or material within 30 days from date of purchase, please return, transportation charges prepaid, to any Spalding Store, and the defect will be rectified. Imperfectly strung Rackets will be restrung, and in the event of a broken frame due to workmanship or defective material, the Racket will be replaced.



WE urge that at the conclusion of play this Racket be rubbed dry, and when not in use be covered with a Waterproof Cover, placed in a Racket Press, and the gut occasionally gone over with Spalding Tennis Gut Preservative.

KEEP YOUR RACKET
IN A DRY PLACE.

otherwise the Guarantee is void.

NOTICE.—This Guarantee does not apply to Rackets weighing less than 13 ounces.

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Mike Murphy "Rub-In" Athletic Liniment

THIS PREPARATION is the same as has been used by Mike Murphy, the famous athletic trainer, in conditioning the Yale, University of Pennsylvania and other college teams which have been under his charge. He is famous for the perfect condition in which he brings his athletes into a contest, and the ingredients and proper preparation of his "Rub-In" Liniment has been a closely guarded secret. He has finally turned the formula over to A. G. Spalding & Bros. with perfect confidence that the proper materials will always be used in preparing the liniment and that no considerations will induce us to cheapen it in any way.



Large bottles. Each, 50c.

Small bottles. Each, 25c.

Spalding Elastic Bandages

Spalding

Shoulder Bandage

Give circumference around arm and chest. Mention for which shoulder required.

No. 101. Cotton thread. Each, \$3.50

No. 101A. Silk thread. Each, \$5.00

Wrist Bandage

Give circumference around smallest part of wrist, and state if for light or strong pressure.

No. 106. Cotton thread. Each, 50c.

No. 106A. Silk thread. " 75c.

Spalding Ankle Bandage

Give circumference around ankle and over instep; state if light or strong pressure is desired.

No. 105. Cotton thread. Each, \$1.00

No. 105A. Silk thread. Each, \$2.00

Spalding Elastic Bandage

Composed of threads of rubber completely covered. The pressure can be applied wherever necessary. To fasten insert end under last fold.

No. 30. Width 3 in., 5 yds. long (stretched). Each, 60c.

No. 25. Width 2½ in., 5 yds. long (stretched). " 50c.

Spalding Knee Cap Bandage

Give circumference below knee, at knee and just above knee, and state if light or strong pressure is desired.

No. 104. Cotton thread. Each, \$1.00

No. 104A. Silk thread. Each, \$2.00

Elbow Bandage

Give circumference above and below elbow and state if for light or strong pressure.

No. 102. Cotton thread. Each, \$1.00

No. 102A. Silk thread. Each, \$2.00

Spalding Elastic Belt

Our elastic foot ball belt stretches with the length of the body and may be attached to jacket and pants, thus forming one continuous suit. By closely fitting the body, the opposing player has less chance of tackling.

Allows perfect freedom in all positions.

No. 1. Width 6 inches. Each, \$1.50



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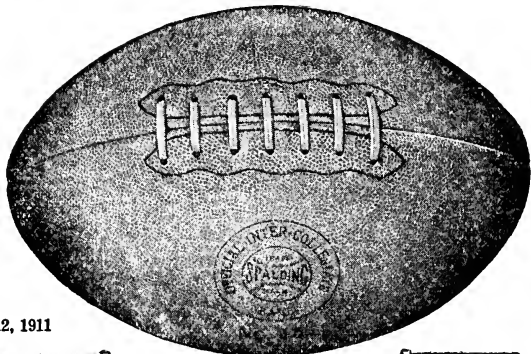
THE SPALDING



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GUARANTEES
QUALITY

The Spalding Official Intercollegiate Foot Ball



Pat. Sept 12, 1911

No. J5 . . . Complete, \$5.00

This is the ONLY OFFICIAL
COLLEGE FOOT BALL,
and is used in every important
match played in this country.

GUARANTEED ABSOLUTELY
IF SEAL OF BOX IS
UNBROKEN

Each ball complete in sealed
box, including leather case,
guaranteed pure Para rubber
bladder (not compounded),
inflator, lacing needle
and rawhide lace.

WE GUARANTEE every J5 Spalding Foot Ball to be perfect in material and workmanship and correct in shape and size when inspected at our factory. If any defect is discovered during the first game in which it is used, or during the first day's practice use, and if returned at once, we will replace same under this guarantee. We do not guarantee against ordinary wear nor against defect in shape or size that is not discovered immediately after the first day's use. ¶ Owing to the superb quality of every Spalding Foot Ball, our customers have grown to expect a season's use of one ball, and at times make unreasonable claims under our guarantee which we will not allow.

A. G. Spalding & Bros

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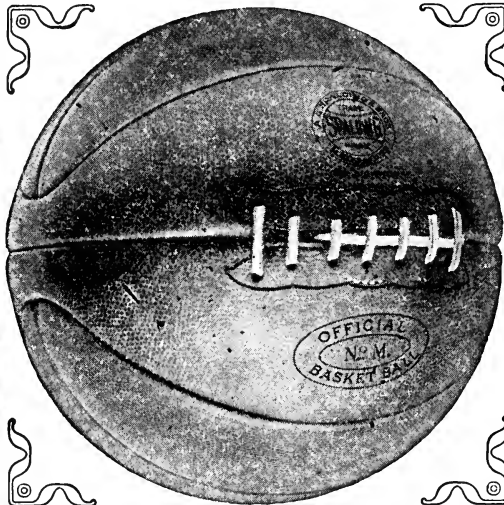
THE SPALDING



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QUALITY

The Spalding Official Basket Ball



THE ONLY OFFICIAL BASKET BALL

WE GUARANTEE

this ball to be perfect in material and workmanship and correct in shape and size when inspected at our factory. If any defect is discovered during the first game in which it is used, or during the first day's practice use, and, if returned at once, we will replace same under this guarantee. We do not guarantee against ordinary wear nor against defect in shape or size that is not discovered immediately after the first day's use.

Owing to the superb quality of our No. M. Basket Ball, our customers have grown to expect a season's use of one ball, and at times make unreasonable claims under our guarantee, which we will not allow.

A. G. SPALDING & BROS.

OFFICIALLY ADOPTED AND STANDARD. The cover is made in four sections, with capless ends, and of the finest and most carefully selected pebble grain English leather. We take the entire output of this superior grade of leather from the English tanners, and in the Official Basket Ball use the choicest parts of each hide. Extra heavy bladder made especially for this ball of extra quality pure Para rubber (not compounded). Each ball packed complete, in sealed box, with rawhide lace and lacing needle, and guaranteed perfect in every detail. To provide that all official contests may be held under absolutely fair and uniform conditions, it is stipulated that this ball must be used in all match games of either men's or women's teams.

No. M. Spalding "Official" Basket Ball. Each, \$6.00

Extract from Men's Official Rule Book

RULE II—BALL.

SEC. 3. The ball made by A. G. Spalding & Bros. shall be the official ball. Official balls will be stamped as herewith, and will be in sealed boxes.

SEC. 4. The official ball must be used in all match games.



Extract from Official Collegiate Rule Book

The Spalding Official Basket Ball No. M. is the official ball of the Intercollegiate Basketball Association, and must be used in all match games.



Extract from Women's Official Rule Book

RULE II—BALL.

SEC. 3. The ball made by A. G. Spalding & Bros. shall be the official ball. Official balls will be stamped as herewith, and will be in sealed boxes.

SEC. 4. The official ball must be used in all match games.



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QUALITY

SPALDING OLYMPIC CHAMPIONSHIP SHOES



No. 14V



Spalding "Olympic Championship" Walking Shoe

No. 14W. For competition and match races. This style shoe is used by all champion walkers.
Per pair, \$5.00



No. 14W



All of these shoes are hand made. Finest kangaroo leather uppers and best white oak leather soles. They are the same style shoes that we supplied to the American athletes who were so successful at the last Olympic Games, and they are worn in competition by all prominent athletes in this country.

Spalding "Olympic Championship" Pole Vaulting Shoe

No. 14V. High cut; special last. Style supplied to record holders for pole vaulting. Hand made steel spikes in sole. One spike in heel. Made to order only. Not carried in stock.

Per pair, \$6.00

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SPALDING OLYMPIC CHAMPIONSHIP SHOES

All of these shoes are hand made. Finest kangaroo leather uppers and best white oak leather soles. They are the same style shoes that we supplied to the American athletes who were so successful at the last Olympic Games, and they are worn in competition by all prominent athletes in this country.

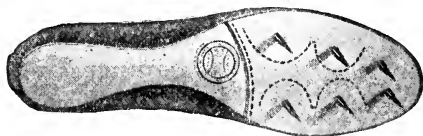
Spalding "Olympic Championship" Sprint Running Shoe

No. 2-0. Extremely light and glove fitting. Hand made steel spikes firmly riveted on. This shoe is worn by all champions in sprint and short distance races.

Per pair, \$6.00



No. 2-0



Spalding "Olympic Championship" Distance Running Shoe

No. 14C. For distance races on athletic tracks. Low, broad heel, flexible shank. Hand made steel spikes in sole. No spikes in heel.

Per pair, \$6.00



No. 14C



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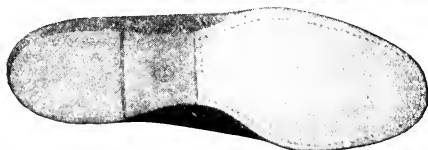
GUARANTEES
QUALITY

Spalding **MARATHON** "Μαραθών" Long Distance Running Shoes

No. MH. High cut, but light in weight. Well finished inside so as not to hurt the feet in a long race. Special leather soles, will not wear smooth; light leather heels; special quality black calf-skin uppers. Hand sewed. Pair, \$5.00



No. MH



No. MO

No. MO. Low cut. Blucher style. Otherwise the same as No. MH.

Per pair, \$5.00

Keep the uppers of all running shoes soft and pliable by using Spalding Waterproof Oil. It will greatly add to the wear of shoes.

Per can, 25c.



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Spalding Outdoor Running Shoes



No. 11T



No. 11T. Calfskin,
machine made; solid
leather tap sole holds
spikes firmly in
place. Pair, **\$4.50**

★ **\$48.00 Doz.**

No. 11. Calfskin,
machine made.

Per pair, **\$3.50**

★ **\$36.00 Doz.**

Juvenile Outdoor Running Shoes

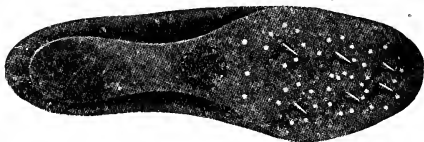
No. 12. Leather,
good quality, com-
plete with spikes.
Sizes 12 to 5 only.

Per pair, **\$2.75**

*The prices printed in ital-
ics opposite items marked
with ★ will be quoted only
on orders for one-half
dozen or more. Quantity
prices NOT allowed on
items NOT marked with ★*



No. 11



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Spalding Worsted Jerseys

Following sizes carried in stock regularly in all qualities: 28 to 44 inch chest. Other sizes at an advanced price. We allow two inches for stretch in all our Jerseys, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.



No. 1P

STOCK COLORS

PLAIN COLORS—We carry in stock in all Spalding Stores our line of worsted jerseys (NOT Nos. 12XB, 6, or 6X) in following colors:

NAVY BLUE GRAY
BLACK MAROON

SPECIAL ORDERS

We also furnish, without extra charge, on special orders for one-half dozen or more, not carried in stock and NOT supplied in Nos. 12XB, 6, or 6X, the following colors. On orders for less than one-half dozen 10 per cent. will be added to regular price
WHITE DARK GREEN
CARDINAL IRISH GREEN
ORANGE PURPLE
SCARLET YELLOW
ROYAL BLUE SEAI BROWN
COLUMBIA BLUE OLD GOLD

Other colors than as noted above to order only in any quality (EXCEPT Nos. 14P, 12XB, 6, and 6X), 50c. each extra.

N. B.—We designate three shades which are sometimes called RED. They are Scarlet, Cardinal, and Maroon. Where RED is specified on order, Cardinal will be supplied.



No. 1PF

SPALDING INTERCOLLEGIATE JERSEY

This jersey we consider in a class by itself. No other manufacturer makes a garment of anywhere near the same grade. We recommend it to those who really want the best.

No. 1P. Regular roll collar. Full regular made; that is, fashioned or knit to exact shape on the machine and then put together by hand, altogether different from cutting them out of a piece of material and sewing them up on a machine, as are the majority of garments known as Jerseys. Special quality worsted. Solid colors as specified above. Each, \$4.00 ★ \$42.00 Doz.

No. 1PF. Straight low collar. Quality of worsted and manufacture same as No. 1P. Solid colors as specified above. Each, \$4.00 ★ \$42.00 Doz.

No. 10P. Regular roll collar. Special quality worsted, fashioned. Solid colors as specified above. Each, \$3.00 ★ \$30.00 Doz.

No. 10PF. Straight low collar. Quality of worsted and manufacture same as No. 10P. Solid colors as specified above. Each, \$3.00 ★ \$30.00 Doz.

No. 12P. Regular roll collar. Good quality worsted. Solid colors as specified above. Each, \$2.50 ★ \$27.00 Doz.

No. 14P. Regular roll collar. Worsted. Solid colors: Navy Blue, Black, Gray, and Maroon only. Each, \$2.00 ★ \$21.00 Doz.

No. 12XB. Boys' Jersey. Regular roll collar. Worsted. Furnished in sizes 26 to 34 inches chest measurement only. Solid colors: Navy Blue, Black, Gray, and Maroon only. No special orders. Each, \$2.00 ★ \$21.00 Doz.

Jerseys with Necklace—Nos. 1P, 1PF, 10P, 10PF or 12P Jerseys with necklace stripe of any color specified above, at an extra charge of \$1.00 per garment.

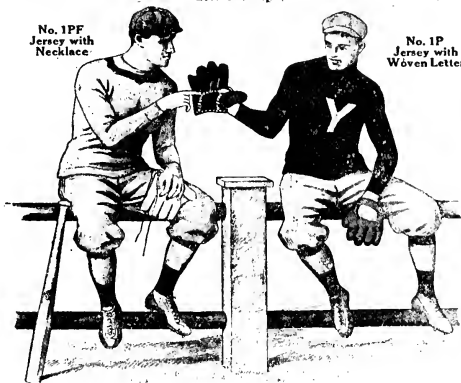
Woven Letters, Numerals or Designs

We weave into our best grade Jerseys, No. 1P, Letters, Numerals and Designs in special colors as desired. Prices quoted on application. Designs submitted. Prices Subject to Advance Without Notice.

Jerseys are being used more and more by Base Ball Players, especially for early Spring and late Fall games. On account of the special Spalding knit they are very durable, and at the same time they offer no restraint on the free movement of the player

No. 1PF
Jersey with
Necklace

No. 1P
Jersey with
Woven Letter



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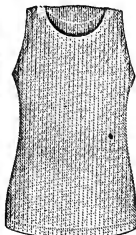
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QUALITY

Spalding Athletic Shirts and Tights



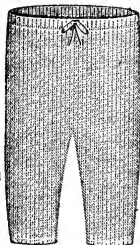
No. 601



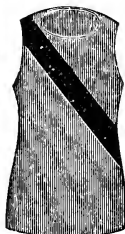
No. 600



No. 600S



No. 604



No. 6WD

STOCK COLORS AND SIZES. OUR WORSTED GOODS are furnished in Gray, White, Navy Blue, Maroon, and Black only. Stock sizes: Shirts, 26 to 44 inch chest. Tights, 28 to 42 inch waist. **SANITARY COTTON GOODS.** Colors: Bleached White, Navy, Black, Maroon, and Gray. Stock sizes: Shirts, 26 to 44 inch chest. Tights, 26 to 42 inch waist.

Spalding Sleeveless Shirts—Plain Colors

STOCK COLORS AND SIZES

No. 600. Good quality worsted. Each, \$1.25 ★ *\$12.60 Doz.*
No. 6E. Sanitary Cotton.50 ★ *4.75 "*

Spalding Striped Sleeveless Shirts

No. 600S. Good quality worsted, with 6-inch stripe around chest, in following combinations of colors: Navy with White stripe; Black with Orange stripe; Maroon with White stripe; Red with Black stripe; Royal Blue with White Stripe; Black with Red stripe; Gray with Cardinal stripe.

Each, \$1.50 ★ *\$15.00 Doz.*

No. 6ES. Sanitary Cotton, solid color body, with 6-inch stripe around chest, in same combinations of colors as No. 600S.

Each, 75c. ★ *\$7.50 Doz.*

Spalding Shirts with Sash

No. 600D. Good quality worsted, sleeveless, with woven sash, of different color from body. Same colors as No. 600S. To order only; not carried in stock. Each, \$2.00 ★ *\$21.00 Doz.*

No. 6WD. Sanitary Cotton, sleeveless, with woven sash of different color from body. Same combinations of colors as No. 600S. To order only; not carried in stock.

Each, \$1.25 ★ *\$12.00 Doz.*

No. 6ED. Sanitary Cotton, sleeveless, solid color body with sash stitched on of different color. Same combinations of colors as No. 600S. Each, 75c. ★ *\$7.50 Doz.*

Spalding Quarter Sleeve Shirts

No. 601. Good quality worsted. | No. 6F. Sanitary Cotton, ed, stock colors and sizes. | stock colors and sizes.

Each, \$1.50 ★ *\$15.00 Doz.* | Each, 50c. ★ *\$4.75 Doz.*

Woven Necklace on Shirts

We furnish either Nos. 600, 601 or 600S Shirts, on special orders only, with necklace woven of different color to body of shirt, in stock colors only, for an extra charge of \$1.00 per garment.

Spalding Full Sleeve Shirts

No. 3D. Cotton, Flesh, White, Black. Ea., \$1.00 ★ *\$10.00 Doz.*

Spalding Knee Tights

STOCK COLORS AND SIZES

No. 604. Good quality worsted. Pair, \$1.25 ★ *\$12.60 Doz.*
No. 4B. Sanitary Cotton.50 ★ *4.75 "*

Spalding Juvenile Shirts and Tights

ONLY SIZES SUPPLIED: Chest, 26 to 30 inches, inclusive; Waist, 24 to 28 inches, inclusive.

No. 65. Sleeveless Shin, quality of No. 600. . . Each, \$1.00
No. 65S. Sleeveless Shirt, quality of No. 600S. . . " 1.25
No. 66. Quarter Sleeve Shirt, quality of No. 601. . . " 1.25
No. 64. Knee Tights, quality of No. 604. . . . " 1.15

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★

PROMPT ATTENTION GIVEN TO
ANY COMMUNICATIONS
ADDRESSED TO US

A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

FOR COMPLETE LIST OF STORES
SEE INSIDE FRONT COVER
OF THIS BOOK

Prices in effect January 5, 1913. Subject to change without notice. For Canadian prices see special Canadian Catalogue.

?

Do You Know

?

What was the greatest number of victories in a major league playing season?

What pitchers have had no-hit games to their credit in the major leagues since 1880?

What player holds the record for circling the bases?

What major league club holds the record for greatest number of shut-out games in a season?

What players have batted .300 since 1876?

What major league players participated in every game of their club's schedule in 1912?

Who batted nearly .500 in 1887?

What was the greatest number of runs made in a major league game since 1876?

What pitcher in the National League struck out 21 batsmen in a nine-innings game?

What pitcher holds the record for the first no-hit-no-run game?

Answers to above and records of all the leagues, teams and players, with pictures of players and teams, will be found in **SPALDING'S OFFICIAL BASE BALL RECORD FOR 1913**. Sent by mail anywhere on receipt of **10 Cents** by A. G. Spalding & Bros. (see list of store addresses on inside front cover).

Who won the 100 yards championship in 1876?

How many events America won in the first international meeting—England vs. America?

What amateur won four National Championships in one day?

Who holds the half-mile indoor board floor record?

Who won the first American all-around championship?

Who comprise the All-America athletic team for 1912?

What the record is for running 100 yards?

Who is the all-around champion?

What the records are for best college athletic performances?

Where the next Olympic games will be held?

SPALDING'S OFFICIAL ATHLETIC ALMANAC FOR 1913 contains the answers to the above and thousands of other performances, including the records for Canada, Great Britain and Ireland, Sweden, France, Germany, Holland, Belgium, Hungary, Australia and South Africa. Profusely illustrated with pictures of hundreds of leading athletes. Sent by mail anywhere upon receipt of **25 Cents** by A. G. Spalding & Bros. (see list of store addresses on inside front cover).

A New Spalding Base Ball Annual

Devoted exclusively to the College game. Has pictures, records and schedules, averages and reviews of season, names of captains in all leading colleges and records of previous years.

SPALDING'S OFFICIAL COLLEGE BASE BALL ANNUAL

Mailed anywhere upon receipt of **10c.** by A. G. Spalding & Bros.

(See list of addresses on inside front cover of this book.)

Special articles on college base ball and on early college games. All America teams. Reviews, records, scores of Yale - Harvard - Princeton, etc., games, with captains. Pictures of leading clubs.

EVERY BOY

who aims to become a good ball player should read the **Spalding Athletic Library Base Ball Series**

(Group I), a list of which is given in the front part of this book. Every department of the game is thoroughly covered by a competent authority, and they form the best books of instruction on the game ever published.

CAUTION

TO THE BASE BALL BOYS OF 1913

Because of your youth and inexperience, advantage is frequently taken of you base ball boys, by the so-called "Just as Good" dealer, who tries to palm off on you some of his "Just as Good" Base Ball goods, made especially for him by the "Just as Good" manufacturer, when you call for the Spalding goods. You are cautioned not to be deceived by this "Just as Good" combination, for when you get onto the field you will find these "Just as Good" Balls, Bats, Mitts, etc., will not stand the wear and punishment of the genuine Spalding articles. Remember that Spalding Goods are standard the world over, and are used by all the leading clubs and players. These "Just as Good" manufacturers endeavor to copy the Spalding styles, adopt the Spalding descriptive matter and Spalding list prices, and then try to see how very cheap and showy they can make the article, so the "Just as Good" dealer can work off these imitations on the unsuspecting boy.

Don't be deceived by the attractive 25 to 40 per cent. discount that may be offered you, for remember that their printed prices are arranged for the special purpose of misleading you and to enable the "Just as Good" dealer to offer you this special discount bait. This "discount" pill that the "Just as Good" dealer asks you to swallow is sugar coated and covered up by various catchy devices, that are well calculated to deceive the inexperienced boy, who will better understand these tricks of the trade as he grows older. Remember that all Spalding Athletic Goods are sold at the established printed prices, and no dealer is permitted to sell them at a greater or less price. Special discounts on Spalding Goods are unknown. Everybody is treated alike. This policy persistently adhered to makes it possible to maintain from year to year the high quality of Spalding Athletic Goods, which depend for their sale on Spalding Quality, backed by the broad Spalding Guarantee, and not on any deceiving device like this overworked and fraudulent "Discount" scheme adopted by all of the "Just as Good" dealers.

Occasionally one of these "Just as Good" dealers will procure some of the Spalding well known red boxes, place them in a showy place on his shelves, and when Spalding Goods are called for, will take from these Spalding boxes one of the "Just as Good" things, and try to palm it off on the boy as a genuine Spalding article. When you go into a store and ask for a Spalding article, see to it that the Spalding Trade-Mark is on that article, and if the dealer tries to palm off on you something "Just as Good," politely bow yourself out and go to another store, where the genuine Spalding article can be procured.

In purchasing a genuine Spalding Athletic article, you are protected by the broad Spalding Guarantee, which reads as follows:

We Guarantee to each purchaser of an article bearing the Spalding Trade-Mark that such article will give satisfaction and a reasonable amount of service, when used for the purpose for which it was intended and under ordinary conditions and fair treatment.

We Agree to repair or replace, free of charge, any such article which proves defective in material or workmanship when subjected to fair treatment; PROVIDED, such defective article is returned to us, transportation prepaid, within thirty days after purchase (except where otherwise stipulated on special guarantee tag attached to certain articles), and accompanied by a letter from the user, giving his name and address, and explaining the claim.

A. G. SPALDING & BROS.

Beware of the "Just as Good" manufacturer, who makes "pretty" Athletic Goods (as if they were for use as an ornament) at the expense of "quality," in order to deceive the dealer; and beware of the substitute-dealer who completes the fraud by offering the "Just as Good" article when Spalding Goods are asked for.

A. G. Spalding & Bros.

ACCEPT NO
SUBSTITUTE

THE SPALDING



TRADE-MARK

GUARANTEES
QUALITY

Spalding's New Athletic Goods Catalogue

The following selection of items from Spalding's latest Catalogue will give an idea of the great variety of ATHLETIC GOODS manufactured by
A. G. SPALDING & BROS. SEND FOR A FREE COPY.

SEE LIST OF SPALDING STORES ON INSIDE FRONT COVER OF THIS BOOK.

Archery
Ash Bars
Athletic Library
Attachments, Chest Weight

Bags—
Bat
Bathing Suit
Caddy
Cricket
Sticking
Tennis
Uniform

Balls—
Base
Basket
Cricket
Field Hockey
Golf
Hand
Indoor
Medicine
Playground
Squash
Tennis
Volley
Water Polo

Ball Cleaner, Golf
Bandages, Elastic
Bar Balls
Bars, Horizontal
Base—
Base Ball
Indoor
Bathing Suits

Bats—
Base Ball
Cricket
Indoor
Batting Cage, Base Ball
Belts—
Leather and Worsted

Bladders—
Basket Ball
Striking Bag
Blades, Fencing

Caddy Badges

Caps—
Base Ball
University
Water Polo
Center Forks, Iron
Center Straps, Canvas
Chest Weights
Circle, Seven-Foot
Clock Golf
Coats, Base Ball
Collars, Swimming
Corks, Running
Covers, Racket
Cricket Goods
Crocket Goods
Cross Bars

Discs—
Marking, Golf
Rubber, Golf Shoe
Discus, Olympic
Duke, Striking Bag
Dumb Bells

Emblems
Embroidery
Equestrian Polo

Felt Letters
Fencing Sticks
Field Hockey
Finger Protection

Flags—
College
Foul, Base Ball
Marking, Golf
Folia, Fencing

Glasses, Base Ball Sun

Gloves—
Base Ball
Boxing
Cricket
Fencing
Golf
Hand Ball
Glove Softener
Goal Cage, Polo
Goals

Golf Clubs
Golf Counters
Golfette
Grips—
Athletic

Gut Preservative, Tennis
Guy Ropes and Pegs
Gymnasium Suits, Ladies'

Hammers, Athletic
Handle Cover, Rubber
Hangers for Indian Clubs
Hats, University
Health Pull
Hob Nails
Hole Cutter, Golf
Hole Rim, Golf
Hurdlers, Safety
Hurley Goods

Indian Clubs
Inlaid—
Sticking Bag

Jackets, Fencing
Javelins
Jerseys

Knee Protectors

Lacrosse
Lanes for Sprints
Lawn Bowls
Leg Guards—
Base Ball
Cricket
Field Hockey
Letters—
Embroidered
Felt

Mallets—
Cricket
Croquet
Equestrian Polo
Rouge
Markers, Tennis
Masks—
Base Ball
Fencing
Mattresses
Megaphones
Mitts—
Base Ball
Handball
Striking Bag
Monograms
Mufflers, Knitted

Nets—
Cricket
Golf Driving
Tennis
Volley Ball
Numbers, Competitors'

Pads—
Chamois, Fencing
Sliding, Base Ball
Wrestling
Paint, Golf
Pants—
Base Ball
Basket Ball
Bathing, Knee
Boys' Knee
Running
Pennants, College
Pistol, Starter's
Plastrons, Fencing
Plates—
Base Ball Shoe
Home
Marking, Tennis
Pitchers, Box
Emblems—
Tennis, Golf

Platforms, Striking Bag

Poles, Vaulting
Polo, Equestrian
Polo, Roller, Goods
Posts—
Backstop, Tennis
Lawn Tennis
Protectors—
Abdomen
Base Ball Body
Eye Glass
Indoor Base Ball
Tumb
Protection, Running Shoes
Pulleys and Axle, Tennis
Push Ball
Pushers, Chamois
Puttees, Golf

Quits

Racket Covers
Racket Presses
Rackets, Lawn Tennis
Rackets Resting
Racks, Golf Ball
Rapiers
Reels for Tennis Posts
Relocers' Whistle
Rings—
Exercising
Swinging
Rouge
Rowing Machines

Sacks, for Sack Racing
Sandow Dumb Bells
Score Books—
Base Ball
Basket Ball
Cricket
Golf
Tennis

Score Tablets, Base Ball
Shirts—
Athletic
Base Ball
Shoes—
Base Ball
Basket Ball
Bowling
Clog
Cricket
Cross Country
Fencing
Foot Ball, Association
Foot Ball, College
Foot Ball, Rugby
Foot Ball, Soccer
Golf
Gymnasium
Jumping
Kumby
Skating
Squash
Tennis
Walking

Shot—
Athletic
Indoor
Skate Rollers
Skates, Roller
Sleeve, Pitchers
Slippers, Bathing
Squash Goods
Standards—
Vaulting
Volley Ball
Straps—
Base Ball
For Three-Legged Race
Spikes, Cricket
Steel Cable, Tennis Net
Sticks, Polo
Stockings
Sop Boards
Sinkers Bag
Stumps and Bails
Suits—
Gymnasium, Ladies
Swimming
Supporters—
Ankle
Wrist
Suspensories
Sweet Band
Sweaters
Sweils, Striking Bag
Swords, Duelling
Swords, Fencing

Take-Off Board

Tape—
Adhesive
Cricket, Measuring
Marking, Tennis
Measuring Steel
Tees, Golf
Tether Tennis
Tie
Athletic
Full
Full, Wrestling
Knee
Toe Boards
Trapeze
Trousers, Y.M.C.A.
Trunks—
Bathing
Velvet
Worsted

Umpire Indicator
Uniforms, Base Ball

Wands, Calisthenic
Waives, Stop
Water Wings
Weights, 56-lb
Whistles, Referees
Wrestling Equipment
Wrist Machine

PROMPT ATTENTION GIVEN TO
ANY COMMUNICATIONS
ADDRESSED TO US

A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

FOR COMPLETE LIST OF STORES
SEE INSIDE FRONT COVER
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Prices in effect January 5, 1913. Subject to change without notice. For Canadian prices see special Canadian Catalogue.

JUN 7 1913

Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy. Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 14 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

First.—The user is assured of genuine Official Standard Athletic Goods and the same prices to everybody.

Second.—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is the "Spalding Policy," which has already been in successful operation for the past 14 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*
PRESIDENT.

Standard Quality

An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is **guaranteed** by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-seven years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

A. G. Spalding & Bros

SPALDING

ATHLETIC LI

LIBRARY OF CONGRESS



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A separate book covers every Athletic Sport
and is Official and Standard
Price 10 cents each

GRAND PRIZE



ST. LOUIS, 1904



GRAND PRIX



PARIS, 1900

SPALDING ATHLETIC GOODS

ARE THE STANDARD OF THE WORLD

A. G. SPALDING & BROS.

MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES:

NEW YORK	CHICAGO	ST. LOUIS
BOSTON	MILWAUKEE	KANSAS CITY
PHILADELPHIA	DETROIT	SAN FRANCISCO
NEWARK	CINCINNATI	LOS ANGELES
BUFFALO	CLEVELAND	SEATTLE
SYRACUSE	COLUMBUS	MINNEAPOLIS
ROCHESTER	INDIANAPOLIS	ST. PAUL
BALTIMORE	PITTSBURGH	DENVER
WASHINGTON	ATLANTA	DALLAS
LONDON, ENGLAND	LOUISVILLE	
LIVERPOOL, ENGLAND	NEW ORLEANS	
BIRMINGHAM, ENGLAND	MONTREAL, CANADA	
MANCHESTER, ENGLAND	TORONTO, CANADA	
EDINBURGH, SCOTLAND	PARIS, FRANCE	
GLASGOW, SCOTLAND	SYDNEY, AUSTRALIA	

Factories owned and operated by A.G. Spalding & Bros. and where all of Spalding's
Trade-Marked Athletic Goods are made are located in the following cities:

NEW YORK	CHICAGO	SAN FRANCISCO	CHICOPEE, MASS.
BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.